

RENEGADE

BATTLE
FOR
JACOB'S
STAR™

RULE
BOOK



A MINDSCAPE® COMPANY

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* Introduction

RENEGADE: BATTLE FOR JACOB'S STAR™ is a space flight simulator based on the popular board game Renegade Legion: Interceptor™ by FASA. The setting for the game is a universe of incessant warfare where planetary systems are up for grabs. Your character has been a member of the Renegade Legion for some time and has earned regular promotions and medals but has never been given command. A review of your character's flight records shows a pilot with excellent flying skills and fighting instincts but questionable leadership and a reputation for being a lone wolf. Each new assignment has brought more kills and more threats of washout. Now those threats have become reality and your character has been reassigned to a backwater supply system known as Jacob's Star. The scuttlebutt is that the Squadron Leader, call sign "Mother," is strictly by-the-book. Can your character survive the evaluation and rejoin a front-line squadron or will he be washed out for good?

Welcome to the FASA Renegade Legion universe!

WHAT COMES WITH THIS GAME?

In addition to this rule book, the game box should contain the RENEGADE: BATTLE FOR JACOB'S STAR CD and a data card. This rule book explains how to play the game and gives you valuable information on the Renegade universe, its races, and the Interceptors your character can fly. Install the game by following the instructions listed on the data card.

USING THE MOUSE

A mouse is required to play this game. Throughout this book, the term "click" means move the cursor to the desired area and press the left or right mouse button. "Right-click" means move the cursor to the desired area and press the right mouse button. "Left-click" means move the cursor to the desired area and press the left mouse button.

USING THE KEYBOARD

Operations in this game are designed for the mouse, but certain functions do have keyboard commands. See the Summary of Keyboard Commands section starting on page 73 or your data card for a complete list.

* Historical Overview

THE BIRTH OF THE TERRAN OVERLORD GOVERNMENT

Despite the destruction and killing caused by years of warfare, the most devastating event in the history of humanity was the Snow Plague. Mutated from what was once called the "common cold," this virus caused the death of over 80% of all humanity. When it struck, the Human empire, or Human Raj, had been actively exploring the galaxy. The survivors began to recover from the plague in the middle of the 64th century and returned to their colonies to find other races coveting the vast resources initially claimed by the Humans.



KessRith



Ssora

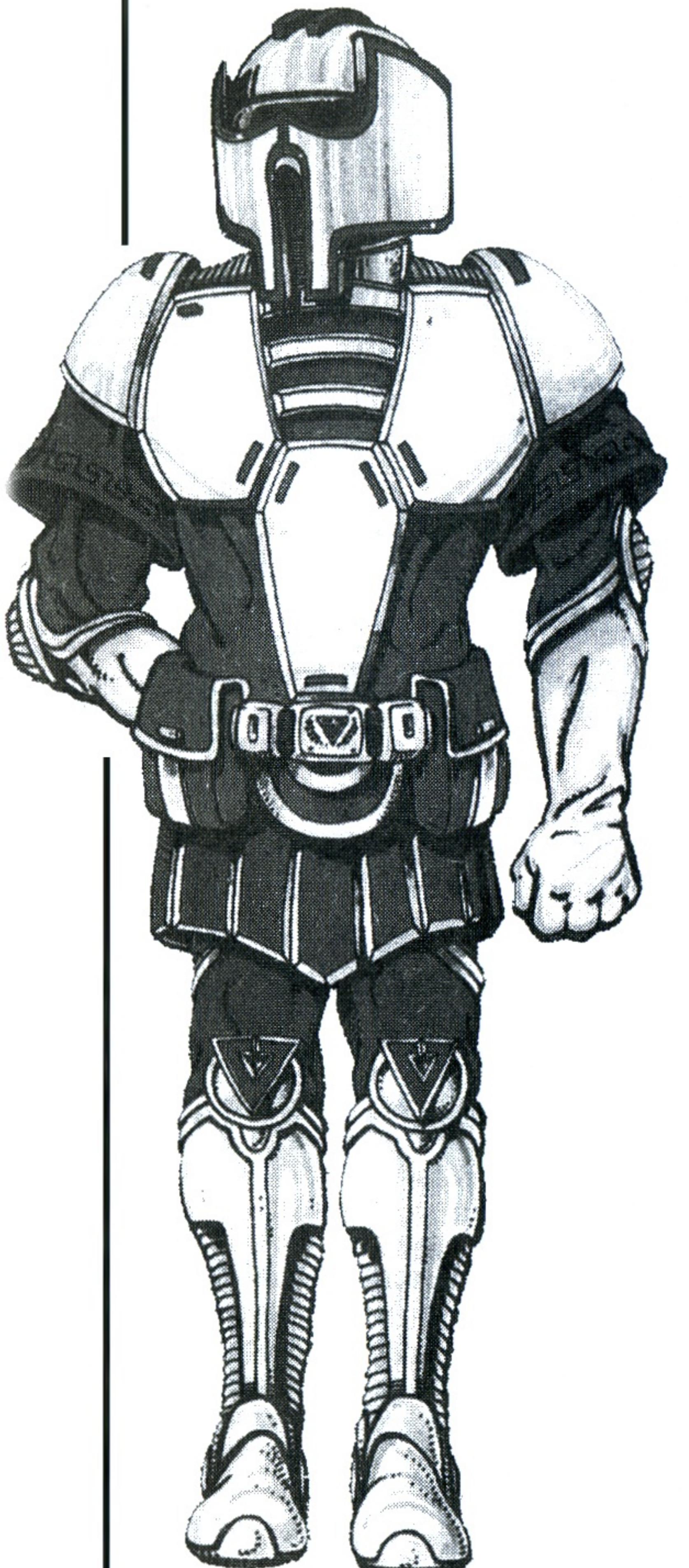
The KessRith and Ssora had ended years of fighting between their empires and were annexing the former Human colonies. But hostile encounters between Humans and the two alien races began to escalate. This finally lead to full-fledged war. Unfortunately, humanity was no match for the combined military might of these two races, especially after the debilitation caused by the plague. Humanity was crushed by the sweeping tide of alien warships and forced to live on a small handful of worlds, providing slave labor for their conquerors.

Salvation came with the arrival of Alexander Trajan, a retired militia general. Under the guise of mass sporting events, Alexander staged mock battles with thousands of troops. Modeled after the legions of ancient Rome, Trajan's athletes — mostly militia veterans — staged pageants, close-order drills, and spectacles dressed as Roman soldiers to the delight of their alien masters.

In truth, however, the sports legions were more than they seemed. In 6565 Trajan secretly outfitted his athletes with thousands of laser rifles. In simultaneous pageants on several worlds, the legion athletes overwhelmed their Ssora guards and freed their worlds. Then, using the captured Ssora fighters, Trajan and his legionnaires attacked the KessRith. Believing they were attacked by their allies, the KessRith launched themselves at the Ssora instead of the Humans.

Using classic guerrilla tactics, Trajan began a war against the two alien empires. His outnumbered legionnaires were able to gain the upper hand in battles with better communications and more efficient organization. As Trajan and his troops expanded, they encountered others ready to rise up against their former masters. Trajan's forces assisted the Baufrin-Human alliance and the Naram in their rebellions against the KessRith.

To Trajan's shock, however, his allies made peace with the KessRith and refused to continue the fight. The Baufrin-Human alliance in the Orion Arm of the galaxy, which called itself the Commonwealth, refused several requests (even demands) by Trajan to continue the fight. The Commonwealth wanted only to be left in peace, and the leader there had begun to suspect the motives of the growing Human empire.



Standard TOG Legion Uniform

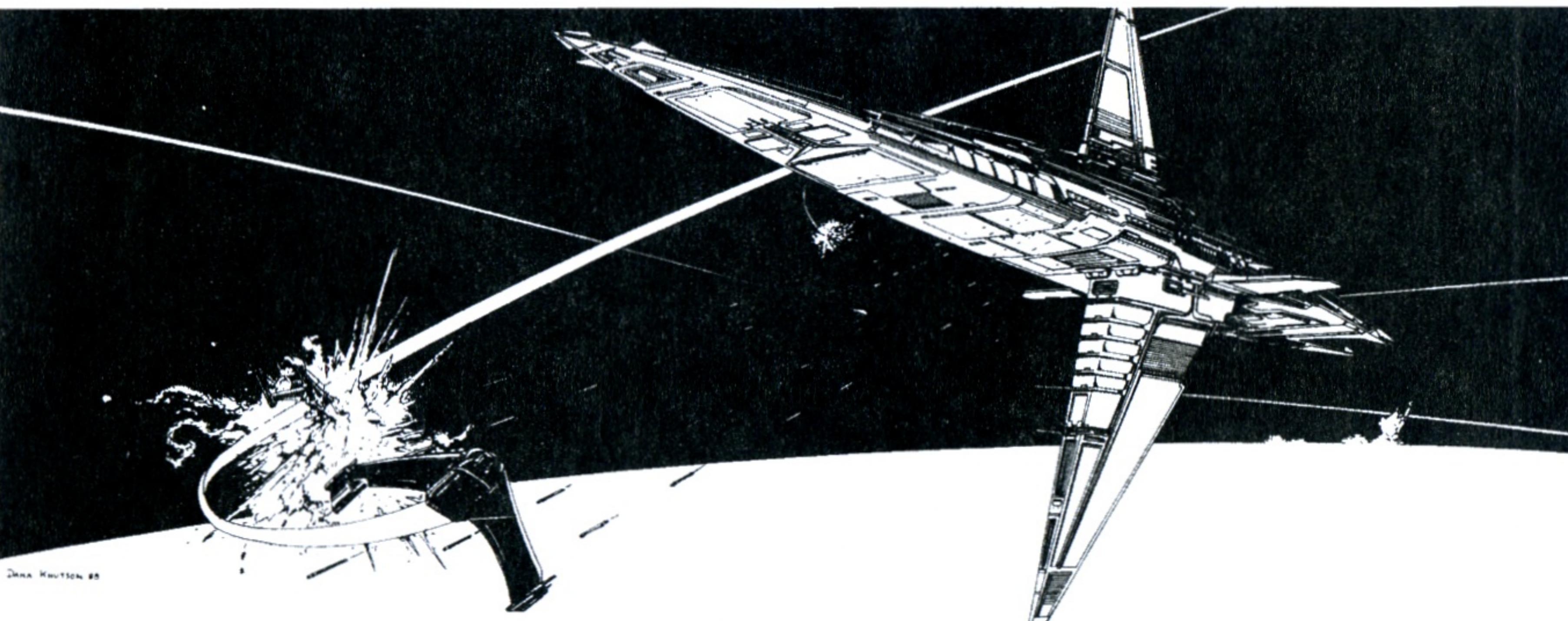
Like his legions, Trajan patterned his government after the ancient Terran model used by the Romans. Trajan believed that the benefits of the new government should only be granted to those who helped to create it. The government was ruled by a senate at the planetary, provincial, and imperial level. Each senate was led by the First Counsul. The Illustrus Senate in New Rome governed the entire empire. These powerful Senators ruled their areas with a firm hand, giving rise to a growing class of nobility. To the soldiers who actively fought against the KessRith and Ssora, Trajan granted full citizenship with rights and privileges denied noncombatants. The Plebeian class was introduced to cover the apathetic masses who would neither fight for nor resist the new government. Plebeans could supposedly own property and eventually earn the full rights of citizenship. In actuality, this hollow promise was rarely fulfilled. Finally, the remainder of humanity were made slaves. The cowards, objectors, or freethinkers who opposed the war with the KessRith and Ssora continued to live in slavery — only this time at the hands of Human masters.

Throughout the next one hundred years the fledgling Human empire grew as it pushed the Ssora and KessRith back. At times the Illustrus Senate in New Rome passed new laws to help the lowest layers of humanity, but in subsequent years the laws were repealed and an ever-tightening vice closed around the non-citizens. In 6680 the First Counsul and the

entire Illustrus Senate were assassinated by a nuclear device detonated beneath the senate building; New Rome slipped into the sea, taking the most powerful members of the empire with it.

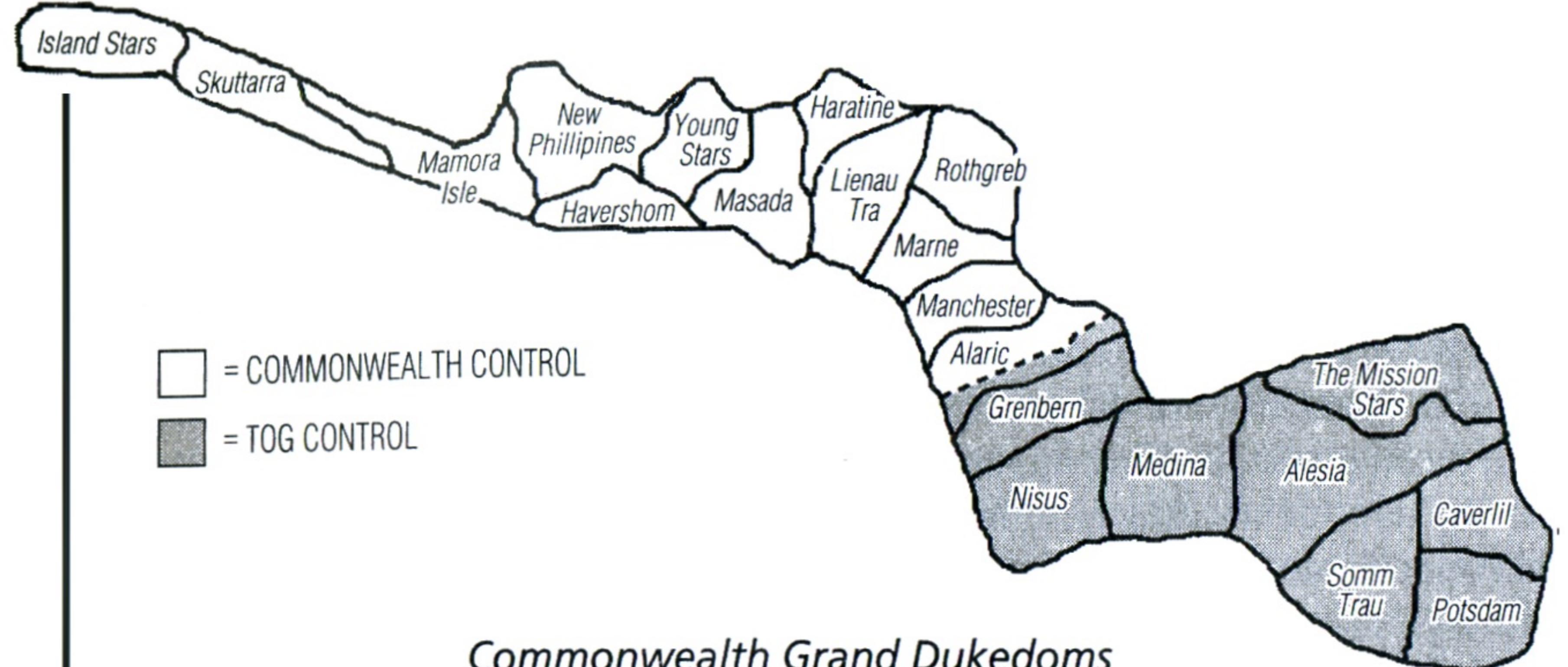
Carlos Buntari, a retired Illustrus Senator, moved quickly to consolidate power following the attack. Accusing Illustrus Senator Gregory Novick, his only political rival, of the terrorist attack, Buntari managed to have his son Ivanolo proclaimed Caesar. In Ivanolo's acceptance speech he created a new class of citizen, the Overlord. Overlords were to be responsible to Caesar himself and granted unlimited power when acting on the behalf of new government. Ivanolo renamed his new empire the Terran Overlord Government (TOG).

Countless riots and uprisings followed. Ivanolo retired from the military at gunpoint following the destruction of an entire KessRith planet that had previously surrendered to him. Along the KessRith frontier Grand General Douglas Constantin, the commander of the Imperial Army, and his sister, Admiral Sefra Constantin, announced they would not support the new government. In an emotional speech the general declared he and his sister would make a run across KessRith space toward the Commonwealth aboard the flagship *Righteous Fury*. Any who wished to follow and oppose the TOG would be welcome to join him. On September 15, 6681, over three hundred thousand legions in nearly four thousand battleship groups moved into KessRith space. The Renegade Legion, as they were labeled by Ivanolo, were chased by the TOG fleet.



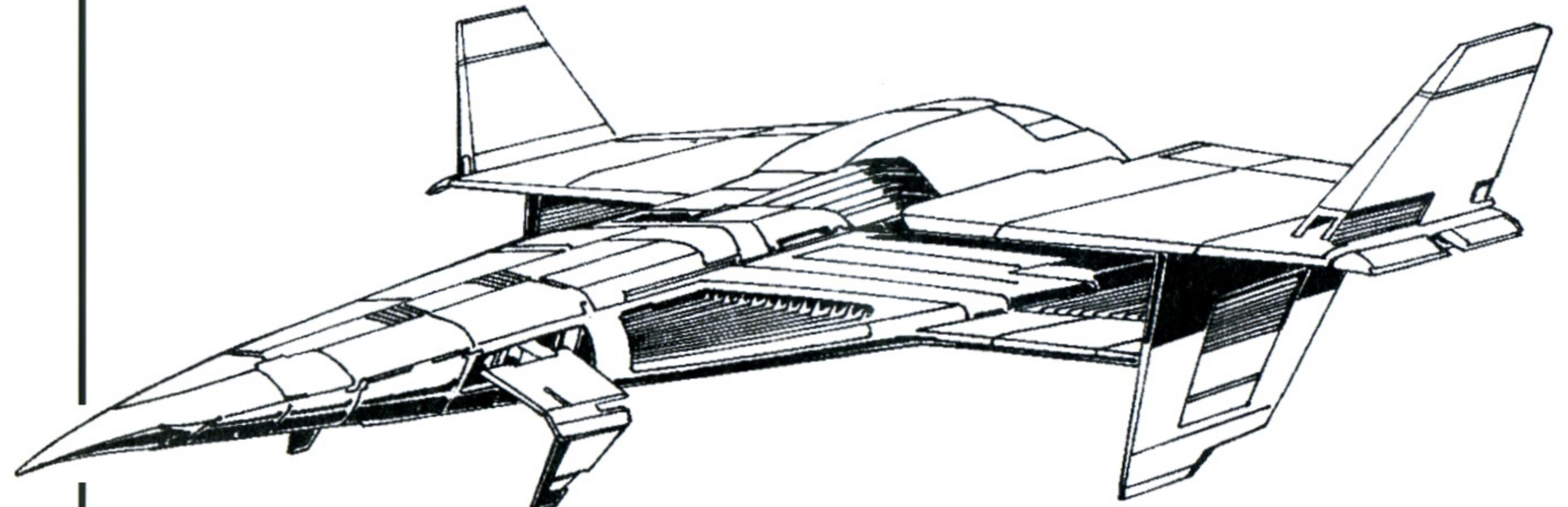
Ten months later, the weary Renegade Legion fleet was near the Commonwealth border when it was attacked by a powerful KessRith armada which did not believe the massive fleet was fleeing the TOG. The two fought for hours when the trailing TOG fleet finally caught up with the Renegade Legion. Caught between the two Human forces, the KessRith admiral withdrew. He was amazed to discover, however, that the TOG fleet attacked the ships of the Renegade Legion. Realizing the Renegades were potential allies in the war against the TOG, the KessRith re-entered the battle and succeeded in helping to drive off the TOG fleet. With the KessRith behind them, the Renegade Legion finished the journey to the Commonwealth.

Ivanolo's reign of terror through the TOG had given birth to the Renegade Legion, and then, just as inadvertently, succeeded in swelling the Renegade ranks with the Patria Potestas — Ivanolo's law stripped women of all rights and made them little more than possessions, unless they were active members of the military. Ironically, less than a year after the decree, Ivanolo was assassinated by his female bodyguards and left drifting in space. Upon his death, countless women began the dangerous journey to the Commonwealth.



Commonwealth Grand Dukedoms

In the one hundred and fifty years following the declaration of the Patria Potestas the TOG has pushed across KessRith space to the Commonwealth border. The Commonwealth, the Renegade Legion, and their KessRith allies fight alongside a host of allied races to stop the TOG advance. The TOG, and their Ssora allies, have all but crushed the once-mighty KessRith. Now the only thing that stands in their way of complete dominance is the Commonwealth.



Renegade Illustrious Destroyer Class Carrier

THE COMMONWEALTH

The Commonwealth was founded following the successful revolution of the Human, Baufrin, and Naram against their KessRith masters. At the time, the KessRith were fighting Alexander Trajan and his legionaries and could not fight a two front war against both Trajan and the Human-Baufrin alliance. In return for peace, the newly formed Commonwealth agreed to stay out of the conflict between Trajan and the KessRith. This peace treaty formed the basis for the current war with the TOG.

The Commonwealth, an alliance of Human and Baufrin, is located in the far end of the Orion Arm in the galaxy and comprises forty thousand stars stretched across almost forty-five thousand light years. The Commonwealth is comprised of twenty-one Grand Dukedoms, eight of which are currently in TOG hands.

The Commonwealth is ruled by a Regent, or "first citizen." In the history of the Commonwealth there have been Baufrin, Naram, Human, and even KessRith Regents. The Baufrin Regent To'Siptos began the current war with the TOG when he refused to hand over the Renegade Legion. The current Regent, Stephen Lukather, is Human. A former armor commander, Lukather has won the respect and admiration of his citizens with hard work and dedication to the principals of the Commonwealth.

THE RENEGADE LEGION

Ever since their historic flight across KessRith space, the fleeing legionnaires have been called Renegades. Over the years it has become a badge they wear with pride. When the Renegades were accepted into the Commonwealth, they were three times as large as the Commonwealth Armed Forces (CAF).

Although time has closed that ratio, the Renegade Legion is still the largest military force in the Commonwealth, but they remain dwarfed by the size of the TOG military. Nevertheless, they make up the bulk of the fighting force.

Despite the legionnaires' acceptance into Commonwealth society, the two military forces are separate and distinct. They conduct joint operations and share the duty of defending the Commonwealth against the TOG, yet their command and organization are completely separate. Transfers between the two services are possible, but a soldier rarely becomes a legionnaire by choice and legionnaires seldom seek to become CAF soldiers.



★ TOG Military Structure

OVERVIEW

The Imperial military of the Terran Overlord Government is the most powerful ever seen in the galaxy. Only the vast size of the TOG and the distance between the TOG and the Commonwealth make it possible for the Commonwealth to resist the TOG at all. With nearly eight million legions of over fifty thousand men each, the number of soldiers are staggering. This military might is combined with the Imperial Navy, which boasts over one hundred thousand battleship groups and countless smaller warships and transport ships.

The Imperial Legion, or the Legion, is the main force of the TOG. These troops fight on all contested worlds and compose the majority of the fighting forces. Although the Imperial Navy is perfectly capable of bombarding a planet from space, the resulting destruction would be too great to salvage any resources from a planet attacked this way. Bombardment from space causes the seas to boil and the mountains to crumble away. Eventually the atmosphere burns away, leaving a dead husk of a planet. Therefore, if the TOG wants a planet, the Legion has to capture it.

To transport and protect the Legion as it travels through space, the TOG has amassed the largest navy in existence. The Imperial Navy consists of over one billion warships and three billion transports. These mighty fleets of warships provide protection and initial strike capability for the Legions.

IMPERIAL NAVY STRUCTURE

Battleship Squadrons

The standard organizational unit of the TOG navy, as well as the Renegade Legion navy, is the battleship squadron. This basic unit usually consists of ten capital-class ships and a host of smaller ships as well as several squadrons of Interceptors. A typical squadron has a single battleship (which acts as the squadron flagship), a single cruiser, two frigates, two destroyers, and four patrol class ships. All capital ships are capable of Tachyon Space flight and can therefore move from system to system independently. If additional capital ships are required due to the nature or location of the battleship squadron, an additional frigate or cruiser, or both, may be added. Capital ships are normally assigned to a squadron when built and serve with the same squadron for their entire service life. It is rare for a ship to be reassigned.

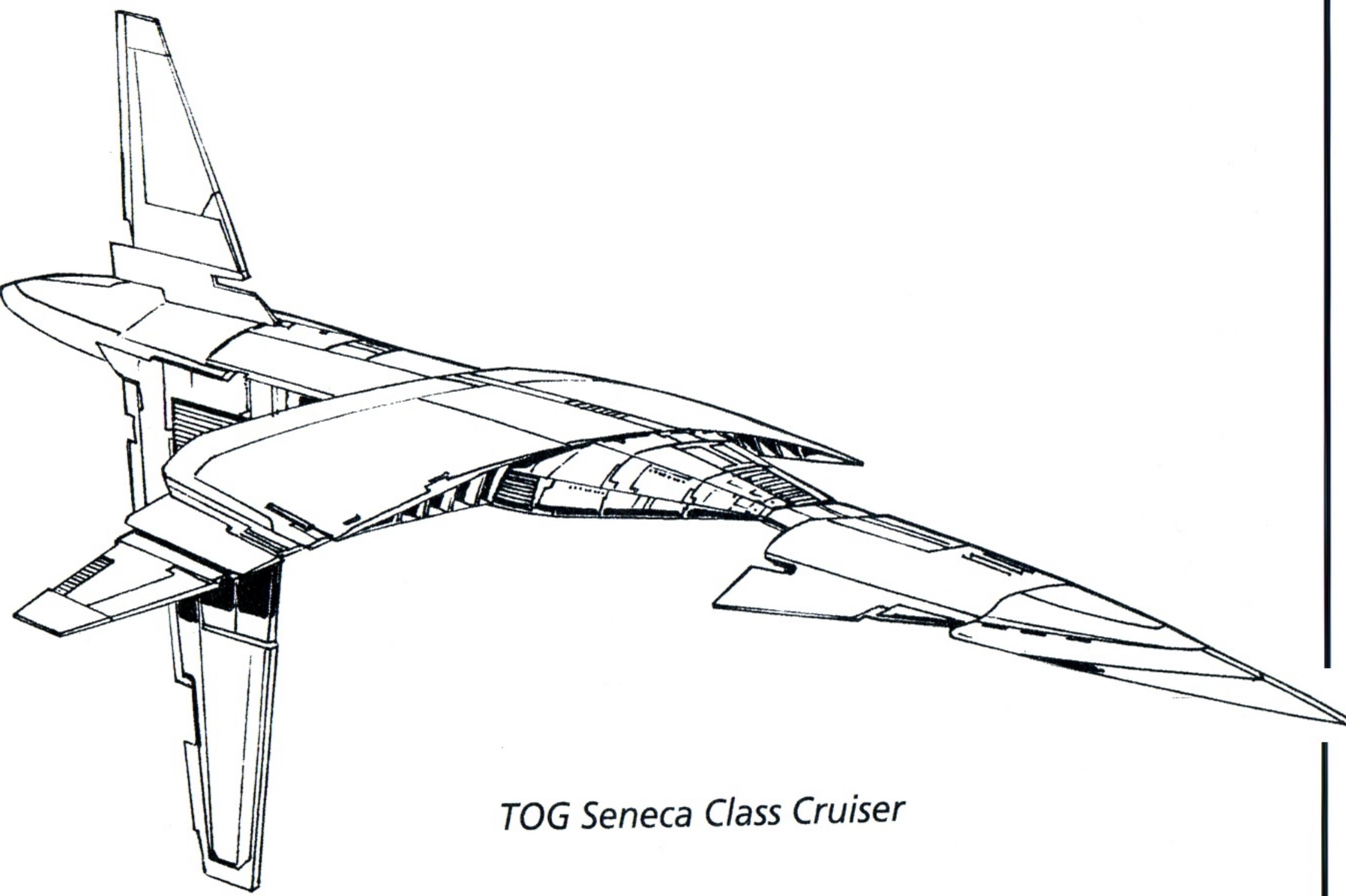
A battleship squadron normally goes on a mission once or twice per year for one or two months at a time. These missions are normally to patrol a sector of space or conduct active operations against the enemy. As battleship squadrons require a huge maintenance effort, they are rarely capable of maintaining a prolonged engagement with the enemy. As a result, it is often better to wait out a battleship squadron or strike the enemy at a different location, rather than risk their awesome firepower.

Destroyers

The smallest capital ship is the destroyer, with an average length of just over a half kilometer. These ships have the smallest power rating of all capital ships at between 30,000 and 50,000 power units. Typically small and fast, these ships are frequently assigned courier or escort duties while the remainder of the squadron is at dock. Because they are fast and come in a wide variety of configurations, these ships are often viewed as the workhorses of the squadron.

Frigates

Frigates are slightly larger than destroyers and rate between 50,000 and 75,000 power units and are typically between 1 and 1/2 kilometers in length. Although they are rarely as fast as a destroyer, these ships pack considerably more firepower and are often armed with extensive missile batteries, which make them dangerous to engage, even by battleships. Frigates are most often seen working alone or in pairs when not attached to the rest of the squadron. Their combination of speed and firepower gives them an excellent survival chance should they be attacked by an enemy fleet.



TOG Seneca Class Cruiser

Cruisers

Cruisers are larger than frigates but have a power rating of less than 100,000 power units. Cruisers are often two kilometers in length or slightly longer. They often serve as a secondary flagship for the squadron, and, in some cases, can form the basis of an entire capital-class squadron, or cruiser squadron. In such case, the squadron usually has two cruisers. A standard configuration is to have one cruiser serve as the flagship and the second act as an Interceptor carrier. Cruisers are costly ships to maintain and repair, therefore, they rarely travel without a full escort of smaller ships in attendance.

Battleships

Any ship with a power rating over 100,000 is called a battleship. Like the sea-faring vessels of old, battleships are huge and many are over 2 1/2 kilometers in length. Many of these ships are over one hundred years old and have long and distinguished careers. As a result, these ships are only captained by the best and brightest officers available. The firepower of a battleship can destroy a smaller ship with a single salvo and several battleships working together can lay waste to an entire planet. Since these ships are seen as the heart and soul of the navy, most battleships will disengage and return to fight again rather than risk capture or destruction. Consequently, the destruction of an enemy battleship is the cause of great celebration.

Carriers

Carriers are a special type of capital ship and are rated according to their power units. A destroyer carrier is roughly the same size and power rating as a standard destroyer, however, most of the weaponry has been sacrificed to make room for additional Interceptors. Frigate carriers have more power and cruiser carriers have more power still. A single cruiser carrier can carry several fighter wings, each consisting of three hundred and sixty Interceptors. (The actual number of Interceptors carried on a ship varies by individual ship type.) If a large Interceptor force is required, however, a carrier may be temporarily assigned to the battleship squadron. Note that this breaks the normal rules for ship assignment as carriers can be assigned to several different battleship squadrons over the years.

Escorts, Corvettes, and Gunboats

There are several classes of small ships, which are normally capable of limited T-Space travel. The largest of these smaller designs is the escort. These small ships are normally called upon to provide protection for freighters and transports. Because of their size and limited range, escorts are rarely included as part of a battleship squadron. The corvette is slightly smaller than the escort, having between 7,500 and 15,000 power units. These ships are often used as couriers and Interceptor carriers and are the largest ships commonly carried aboard a capital ship. Some corvettes are capable of carrying a single Interceptor squadron of six fighters while others are configured to carry passengers or perform rescue missions. Corvettes are fast and carry a variety of weapons with a powerful shield that makes them especially dangerous to Interceptors. The final small ship is the gunboat. Situated between the Interceptor and corvette in terms of power, gunboats are normally deployed for base defense. As they lack the speed of an Interceptor and the firepower of a corvette, these ships are rarely deployed as part of a battleship squadron; they are, however, very effective at planetary and base defense because their sheer numbers can overwhelm an attacker.

Interceptors

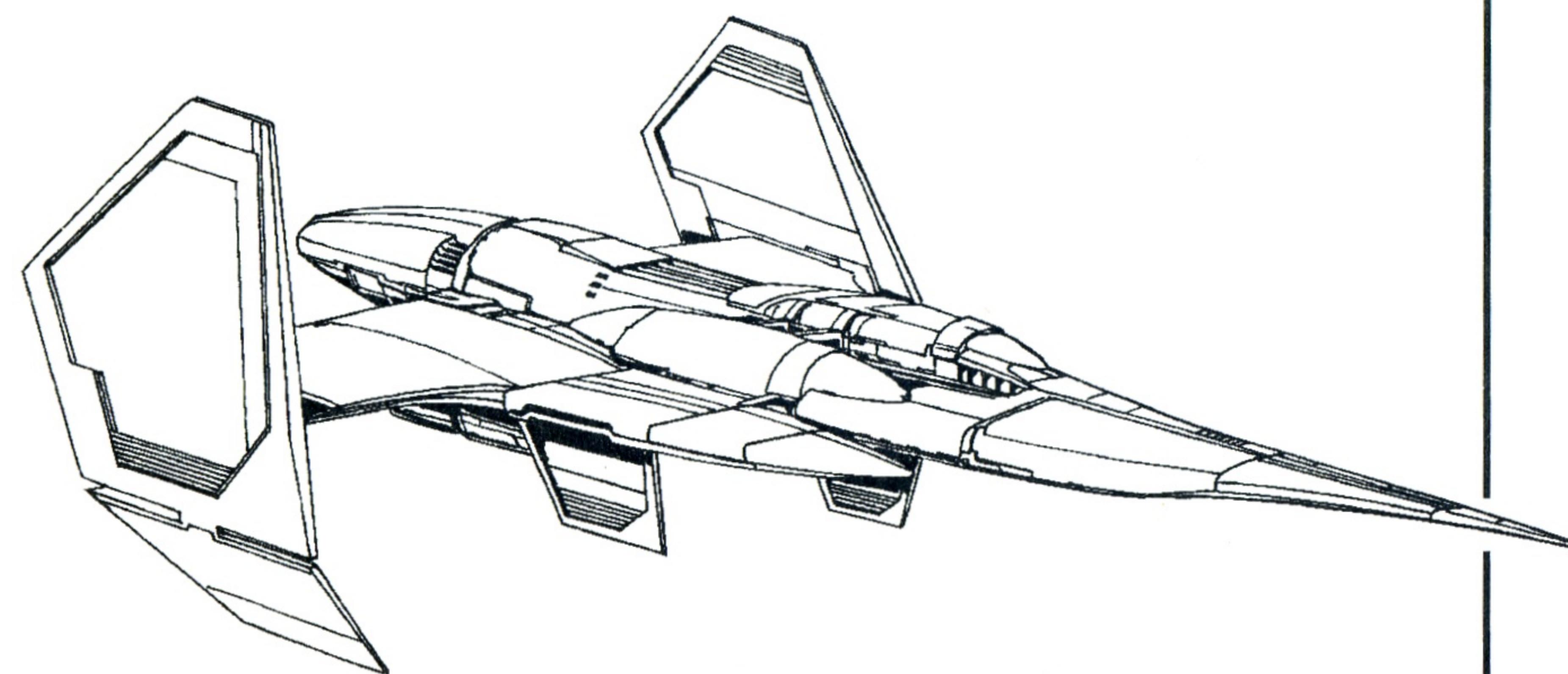
Interceptor squadrons consisting of six Interceptors are carried on almost all capital ships. An Interceptor is the smallest ship in the fleet and has a power rating of less than 2,500 power units. These ships are never capable of T-Space flight, and must be transported from system to system in the hulls of larger ships. Interceptors provide the speed and precision lacking in capital ships, and are called upon to provide the first line of defense against an enemy attack. They also serve as the eyes and ears of the navy by performing scouting and reconnaissance flights in enemy space. Although individually they are not a threat to a capital ship, history has proven that swarms of Interceptors can bring down even the mightiest of battleships.

Standard TOG Interceptors and Corvettes

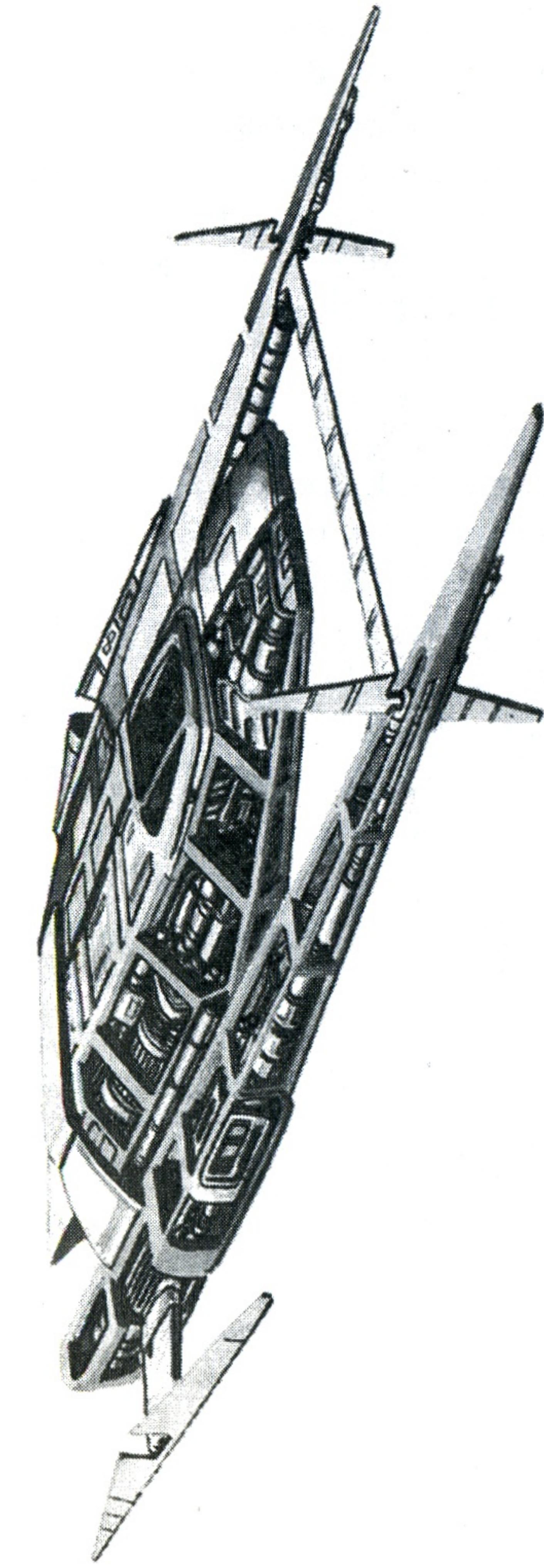
Although there are hundreds of Interceptor designs in use throughout the Imperial Navy, most designs are only used in limited areas or under special circumstances. Given the long supply lines, the TOG has found it much easier to standardize a limited number of designs and provide them with better support. Because of this, there are six primary Interceptors in use against the Commonwealth and one standard corvette.

TOG Interceptors are all designed around the basic doctrines of the Imperial Navy. Interceptors should be fast; therefore, TOG Interceptors always possess average to above-average speed in their class. An Interceptor's primary weapons are the laser and the missile, in that order. Pilots are taught to fire with their lasers and follow up any damage with a missile strike. Larger targets should be engaged with repeated missile attacks using the Interceptors speed to the best advantage.

This tactical doctrine has resulted in victories against the KessRith and the Ssora, who prefer short, bloody confrontations. It has not been as successful against the Commonwealth because CAF pilots are more willing to maintain the engagement. Once a TOG Interceptor has launched the last of its missiles, it is vastly outgunned against a comparable CAF fighter. TOG pilots have perfected the "shoot and scoot" method of combat, firing their missiles at long range and fleeing for home before the CAF can close the range. In most cases, the longer the combat lasts, the poorer the performance of TOG Interceptors.



Renegade Inflexible Class Cruiser



The smallest TOG Interceptor is the *Lancea*. Classed as a light Interceptor, the *Lancea* carries thin armor, weak shields, and a limited array of weapons. The *Lancea*'s specialty, however, is speed. One of the fastest Interceptors in the TOG fleet, the *Lancea* is often called upon to perform reconnaissance missions in matched pairs as other

TOG Interceptors simply cannot keep up with the small ships.

When not involved in reconnaissance, the *Lancea* is a perfect candidate to stop inbound Commonwealth reconnaissance flights. With its high speed the *Lancea* can catch and engage Commonwealth Interceptors before they reach critical TOG areas. Although the

Lancea is lightly protected, it mounts three hard points for missiles. As most Commonwealth reconnaissance flights consist of lighter Interceptors, these weapons, and the supporting lasers, are normally enough to discourage the Commonwealth's lighter Interceptors from getting too close.



TECHNICAL DATA

Class: Light Fighter

Mass: 71 tons

Cost: 1,834,300 talents

Engines:

Right Engine Rating: 700

Left Engine Rating: 700

Thrust: 10

Streamlining: Yes

Anti-Grav: No

Shields:

Bow: 40

Bow: 50

Right: 30

Right: 30

Left: 30

Left: 30

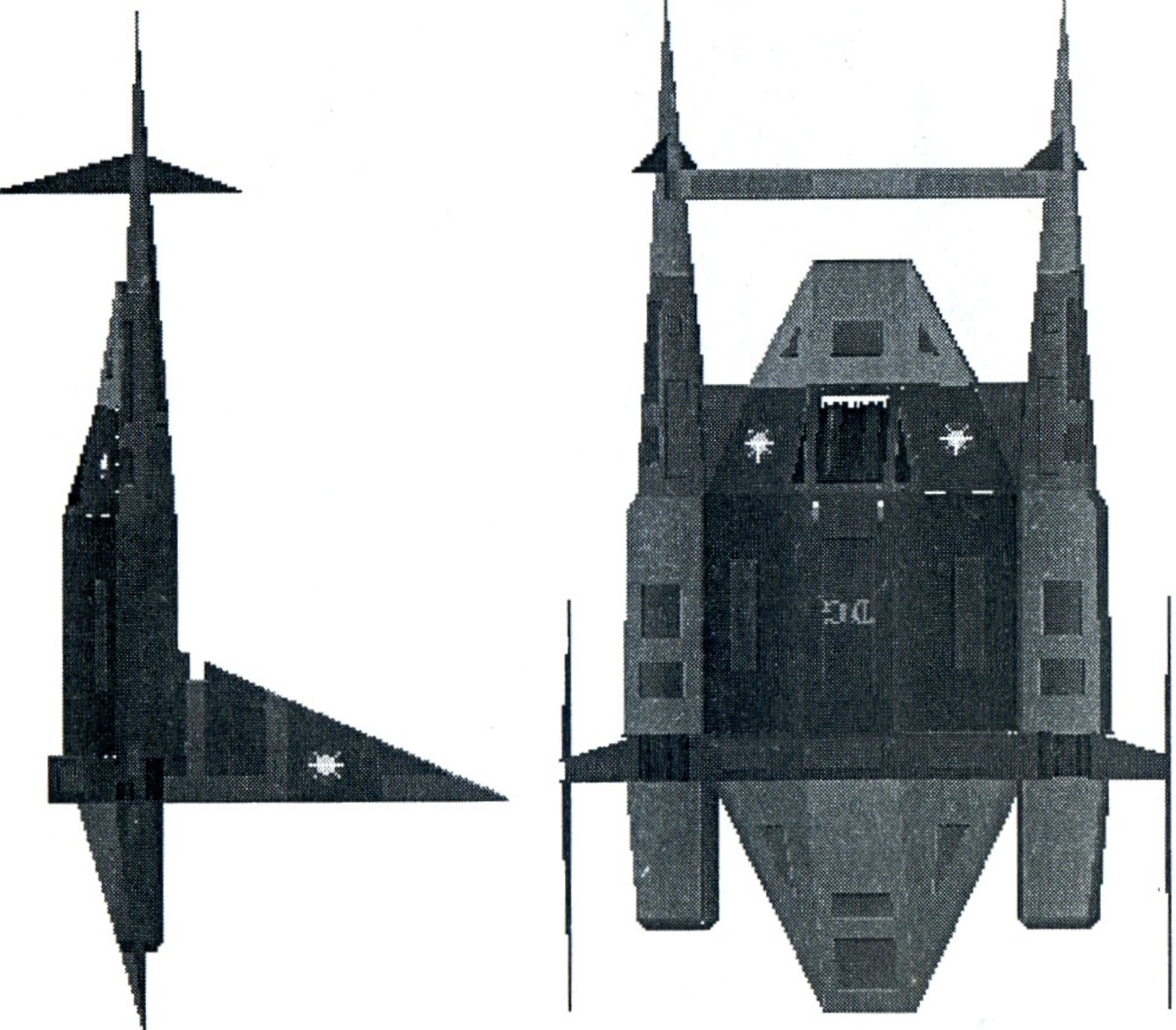
Stern: 40

Stern: 50

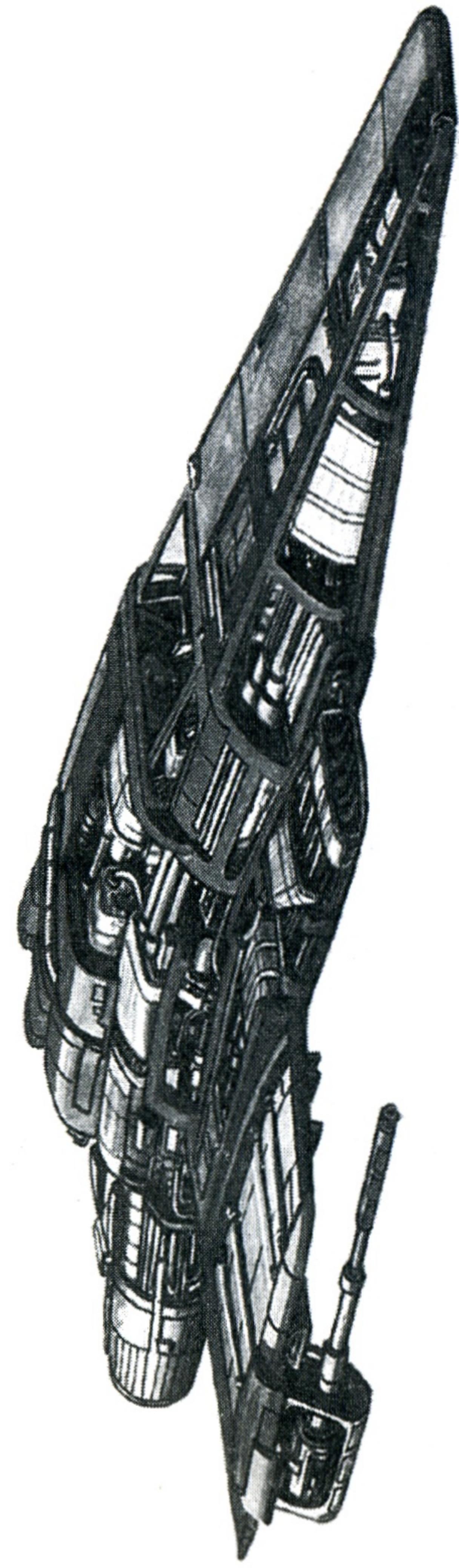
Armor:

Weapons:

TYPE	LOCATION
5/1 Laser	R/Wing
5/1 Laser	L/Wing
Hard Point	Bow
Hard Point	R/Wing
Hard Point	L/Wing



TOG INTERCEPTOR – VERUTUM



The *Verutum* is one of the oldest Interceptors still in service in the TOG navy. Initially deployed during the final stages of the war with the KessRith, the *Verutum* has performed well once initial design problems were worked out. The *Verutum* has been scheduled for gradual replacement for several years, but has stayed in service, mostly at the insistence of the pilots, who

have grown to love the small Interceptor. Although it is not spectacular, it is dependable, and the pilots have had a long time to work through any potential problems and develop trust.

The *Verutum* is much slower than the *Lancea*. It is better protected, however, and it is much cheaper to produce, which is a

tremendous advantage in the eyes of the TOG. In addition to a pair of wing-mounted lasers, the *Verutum* mounts both an Electron Particle Cannon (EPC) and a Neutron Particle Cannon (NPC) for both close-in and long range shooting. This radical design feature is one of the key elements of the *Verutum* and a key reason the ship has been around for over one hundred years.



TECHNICAL DATA

Class: Light Fighter

Mass: 99 tons

Cost: 1,951,500 talents

Engines:

Right Engine Rating: 600

Left Engine Rating: 600

Thrust: 6

Streamlining: Yes

Anti-Grav: No

Shields:

Bow: 50

Right: 30

Left: 30

Stern: 50

Bow: 60

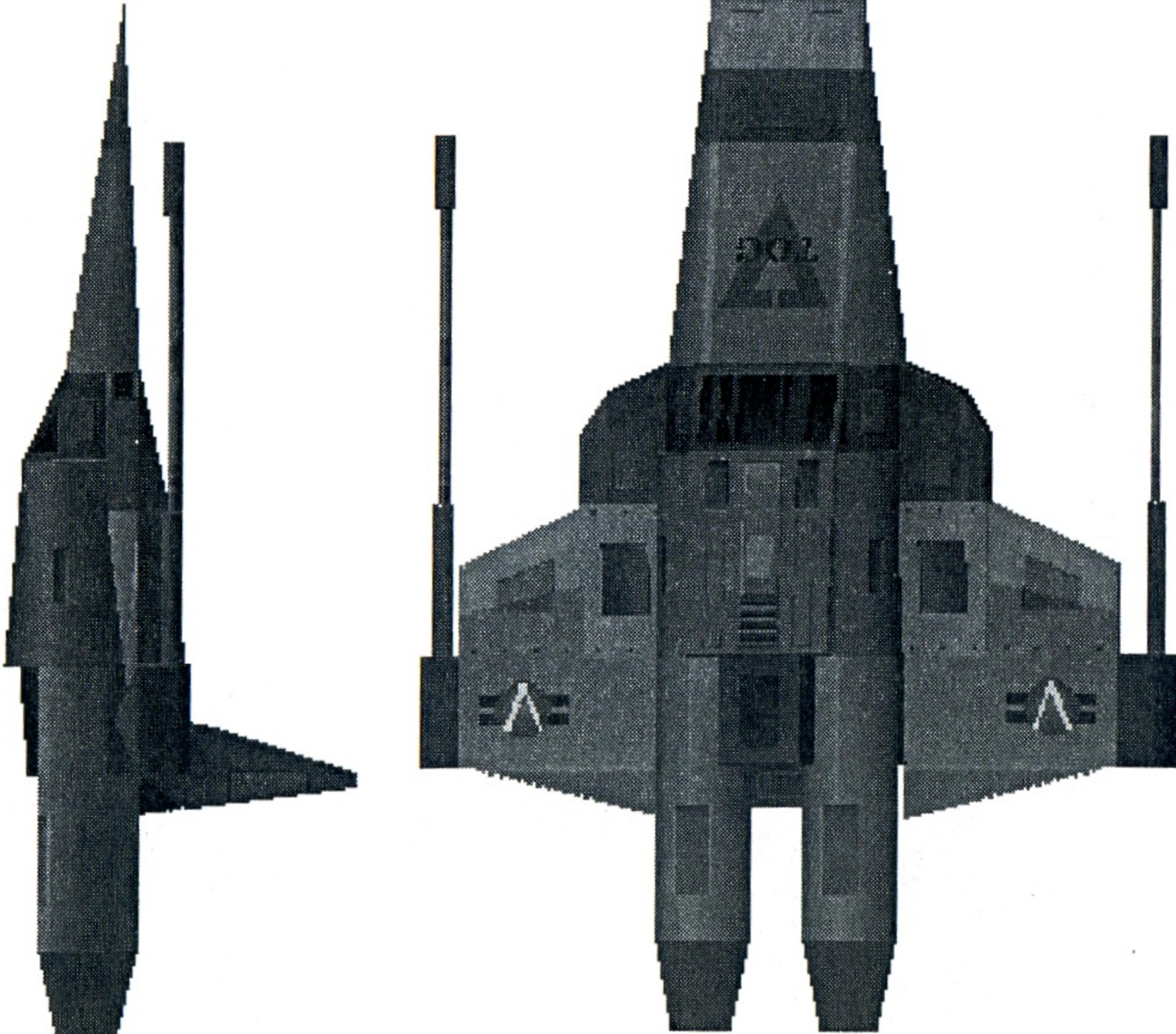
Right: 50

Left: 50

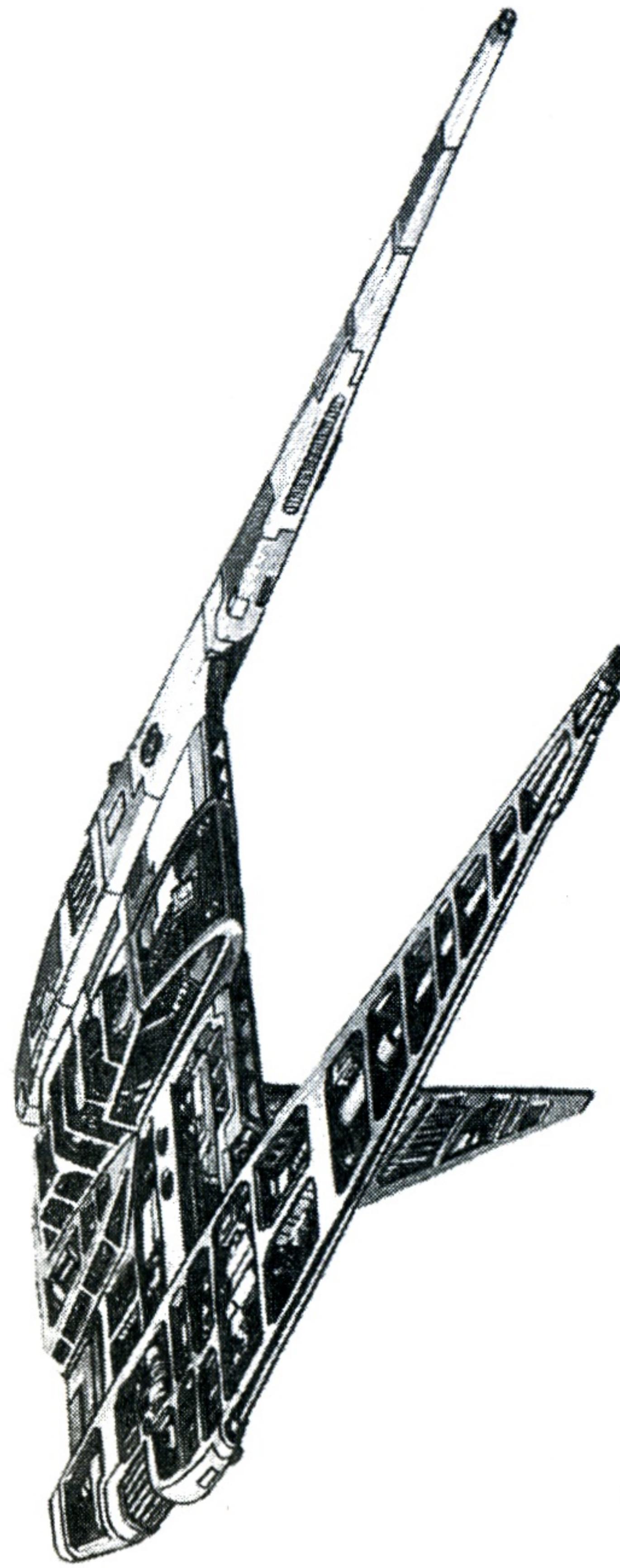
Stern: 60

Armor:

TYPE	LOCATION
5/1 Laser	R/Wing
5/1 Laser	L/Wing
EPC 14	Bow
NPC 16	Bow
Hard Point	Bow



TOG INTERCEPTOR — SPICULUM



When a TOG citizen is asked to define a TOG Interceptor, the *Spiculum* is nearly always the fighter that comes to mind. Fast and sleek, this craft is a favorite of the masses and no combat footage would be complete without a shot of a *Spiculum*. The Interceptor has two massive engines which provide excellent speed. As a result, this medium-weight craft can often perform duties traditionally assigned to lighter Interceptors. As a result, the *Spiculum* often

engages craft that are much weaker. This is a key reason for the impressive kill tally the craft has compiled in a relatively short service life.

In addition to speed, the *Spiculum* is impressively armored. With plates thick enough to do a heavy Interceptor proud, the *Spiculum* can stay in a fight much longer than other medium fighters and still have a excellent chance of survival. If the craft has a weak spot it is in the

shielding, which is average at best. Although the lower power requirements mean more thrust, protection can be an issue.

The *Spiculum* is considered by many to be the classic TOG Interceptor. It is fast, well-armored, and makes good use of missiles for excellent killing power. Its three hard points make a deadly combination when combined with the wing-mounted lasers.



TECHNICAL DATA

Class: Medium Fighter

Mass: 127 tons

Cost: 2,708,600 talents

Engines:

Right Engine Rating: 1,000

Left Engine Rating: 1,000

Thrust: 8

Streamlining: Yes

Anti-Grav: No

Shields:

Bow: 50

Right: 40

Left: 40

Stern: 50

Weapons:

TYPE

7.5/4 Laser

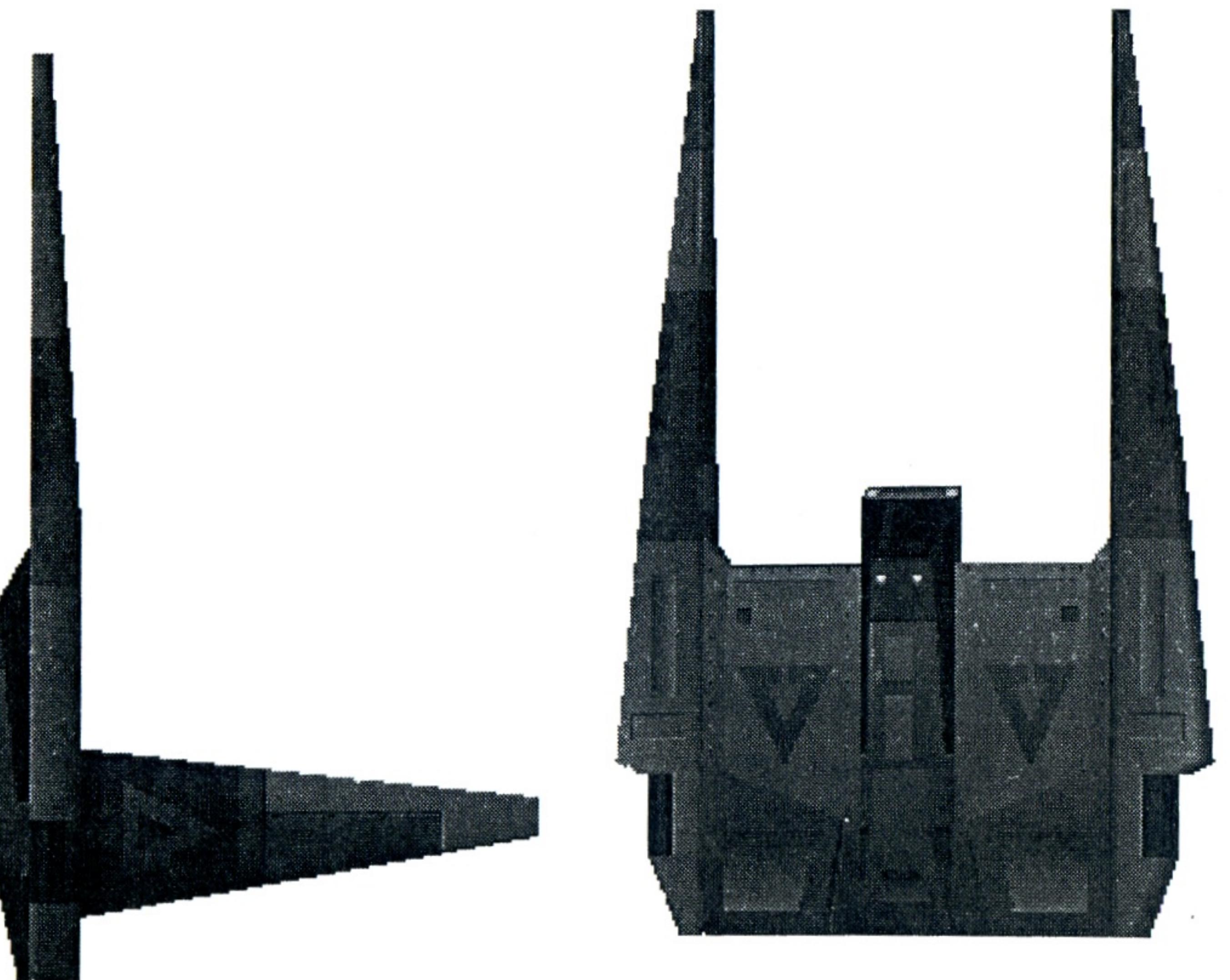
7.5/4 Laser

Hard Point

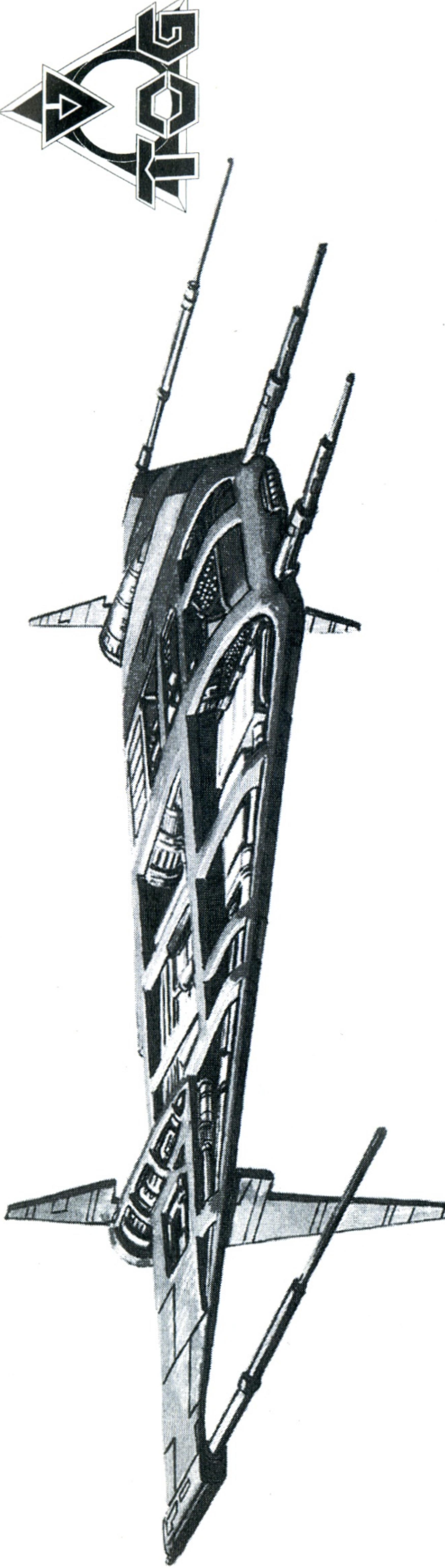
Hard Point

Hard Point

Hard Point



TOG INTERCEPTOR — PILUM



The *Pilum* is a flying wing design which draws its inspiration from man's earliest attempts at powered flight. The sleek model was first considered under-armored, but the triple-engine design provided excellent maneuverability, giving pilots an extra edge in combat when it was first introduced during the war with the KessRith. Although nearing the end of its service life, this

design remains a favorite of veteran pilots in squadrons across TOG-controlled space. The *Pilum* is something of a departure from standard TOG Interceptor designs in that it mounts only one hard point. With a single missile, the *Pilum* is often accused of lacking a knockout punch; however, the lack of hard points does not mean the ship is under-armed.

With a pair of wing-mounted lasers the *Pilum* can attack at long range, but the primary weapons are the two Mass Driver Cannons mounted in the bow. These weapons deliver a substantial punch across a longer range allowing *Pilum* pilots to keep their distance during an engagement, as the ship mounts little armor for its size and is weakly shielded.

TECHNICAL DATA

Class: Medium Fighter

Mass: 148 tons

Cost: 3,145,700 talents

Engines:

Right Engine Rating: 600

Center Engine Rating: 800

Left Engine Rating: 600

Thrust: 7

Streamlining: Yes

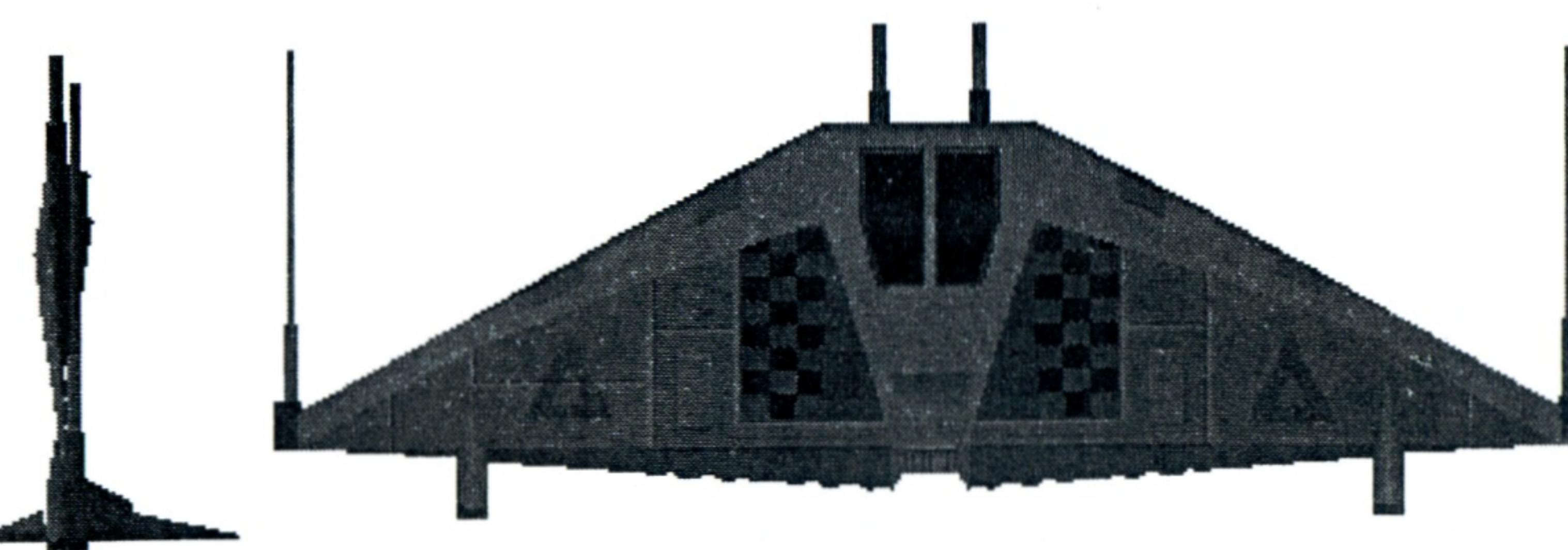
Anti-Grav: No

Shields:

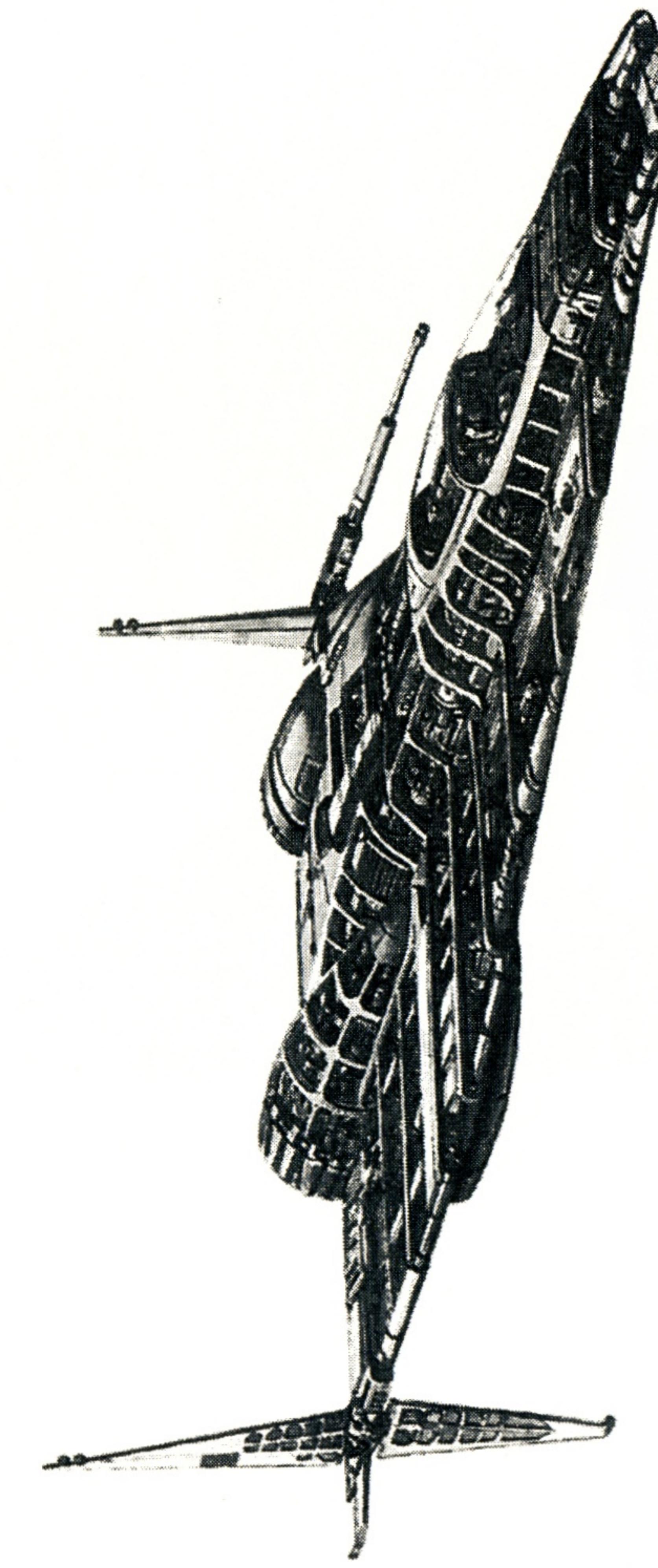
Bow:	40	Bow:	80
Right:	30	Right:	60
Left:	30	Left:	60
Stern:	40	Stern:	80

Weapons:

TYPE	LOCATION
7.5/3 Laser	R/Wing
7.5/3 Laser	L/Wing
MDC 8	Bow
MDC 8	Bow
Hard Point	Bow



TOG INTERCEPTOR — MARTIOBARBULUS



The *Martiobarbulus*, or *Marty*, is one of the most colorful TOG Interceptors. Designed by a TOG committee to be a light fighter, the committee was unable to pack all of their requirements into anything lighter than a heavy fighter. When the Commonwealth attacked the prototype squadron and

expected to find six light Interceptors, they were quickly gunned down by the heavy *Marties*. Since that time it has been a favorite of TOG pilots everywhere.

The *Marty* is lightly shielded and possesses only average armor, but it packs a firm punch with a combination of lasers and Mass Driver

Cannons. Following standard TOG doctrine, the *Marty* is fast, especially for a heavy fighter. Despite the average protection, the *Marty* is fully capable of engaging in a protracted fight and coming out the winner.

TECHNICAL DATA

Class: Heavy Fighter

Mass: 193 tons

Cost: 3,306,400 talents

Engines:

Right Engine Rating: 1,100

Left Engine Rating: 1,100

Thrust: 6

Streamlining: Yes

Anti-Grav: No

Shields:

Bow: 50

Right: 30

Left: 30

Stern: 40

Armor:

Bow: 60

Right: 50

Left: 50

Stern: 60

Weapons:

7.5/3 Laser

7.5/3 Laser

MDC 10

MDC 10

Hard Point

R/Wing

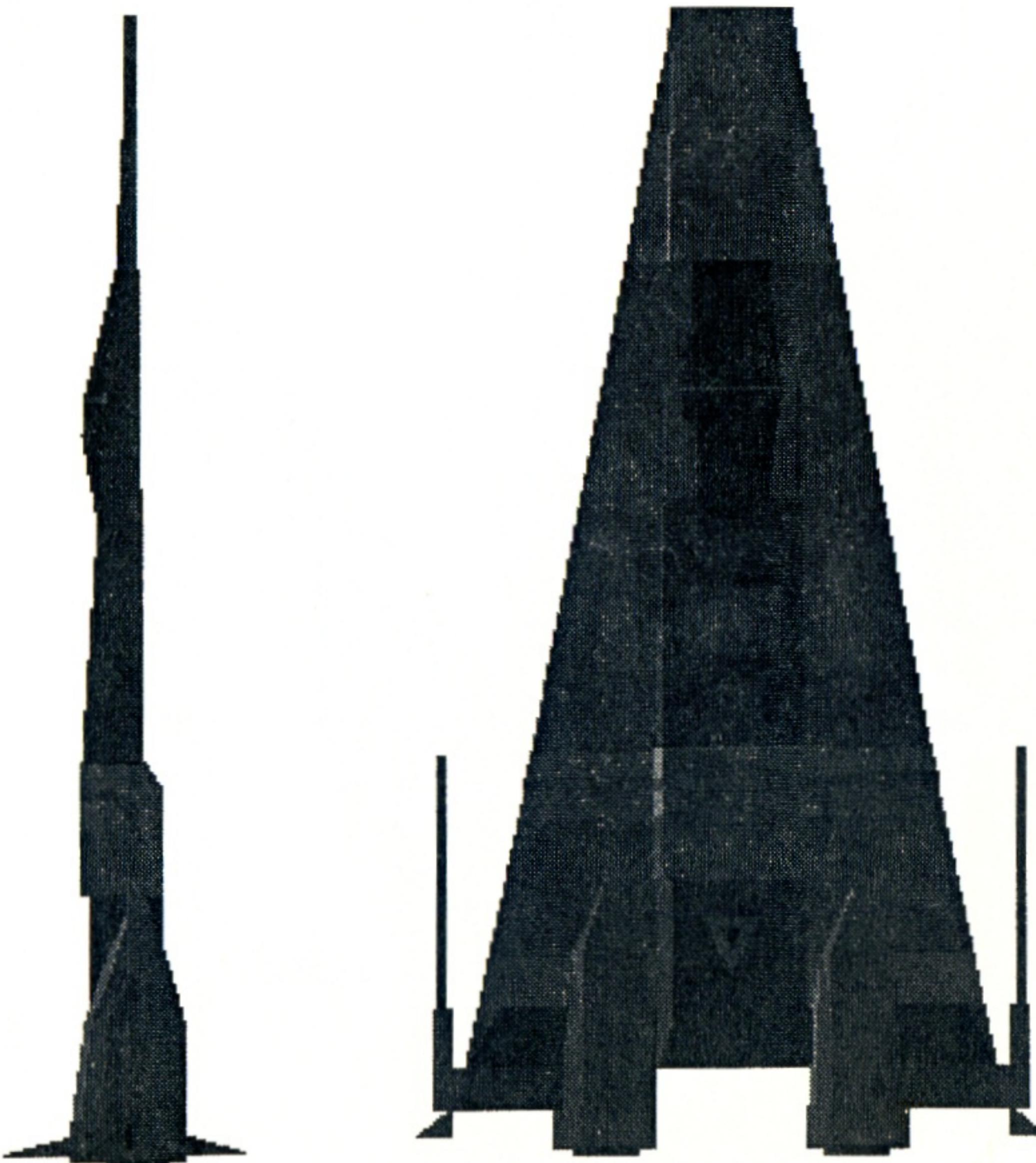
L/Wing

Bow

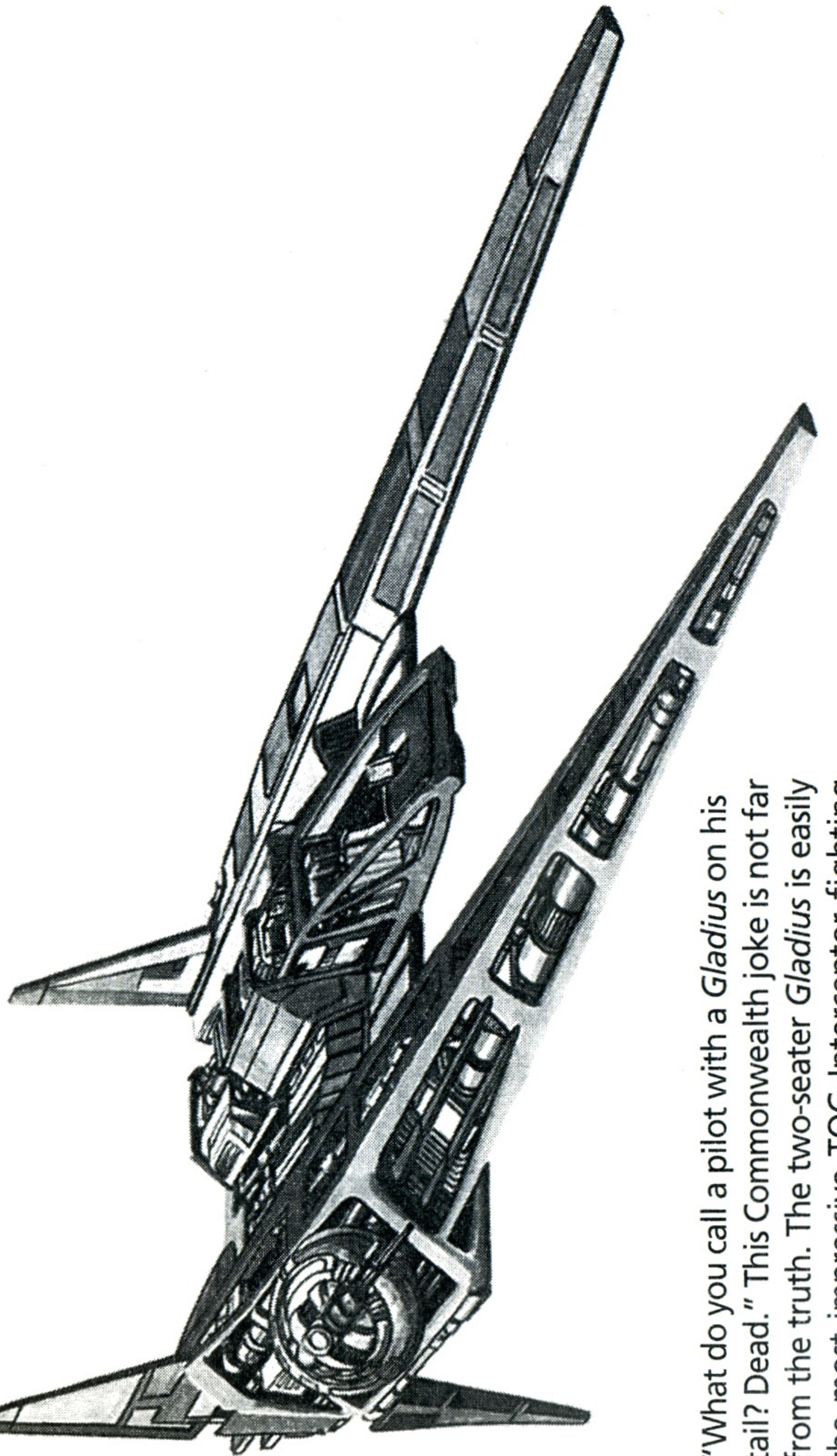
Bow

Bow

Bow



TOG INTERCEPTOR — GLADIUS



"What do you call a pilot with a *Gladius* on his tail? Dead." This Commonwealth joke is not far from the truth. The two-seater *Gladius* is easily the most impressive TOG Interceptor fighting against the Commonwealth. Heavy and fast, the *Gladius* provides its crew with excellent protection and a wide range of weapons. The biggest threat aboard the *Gladius* is provided by the turret and the Weapons

Operator (WO) behind the gun sight. While the pilot is flying, the WO is free to line up his shots and take careful aim. The *Gladius'* large Mass Driver Cannons provide excellent damage across a consistent range, and the

two hard points are good for finishing off damaged Commonwealth Interceptors. The pilot can fire a linked pair of Electron Particle Cannons, which requires absolute minimum range to be the most effective. A common tactic is for the *Gladius* pilot to close with enemy ships as quickly as possible while the WO in the turret keeps their tail clear.

TECHNICAL DATA

21

Class: Heavy Fighter

Mass: 210 Tons

Cost: 4,029,500 talents

Engines:

Right Engine Rating: 850
Center Engine Rating: 800
Left Engine Rating: 850

Thrust: 6

Streamlining: No

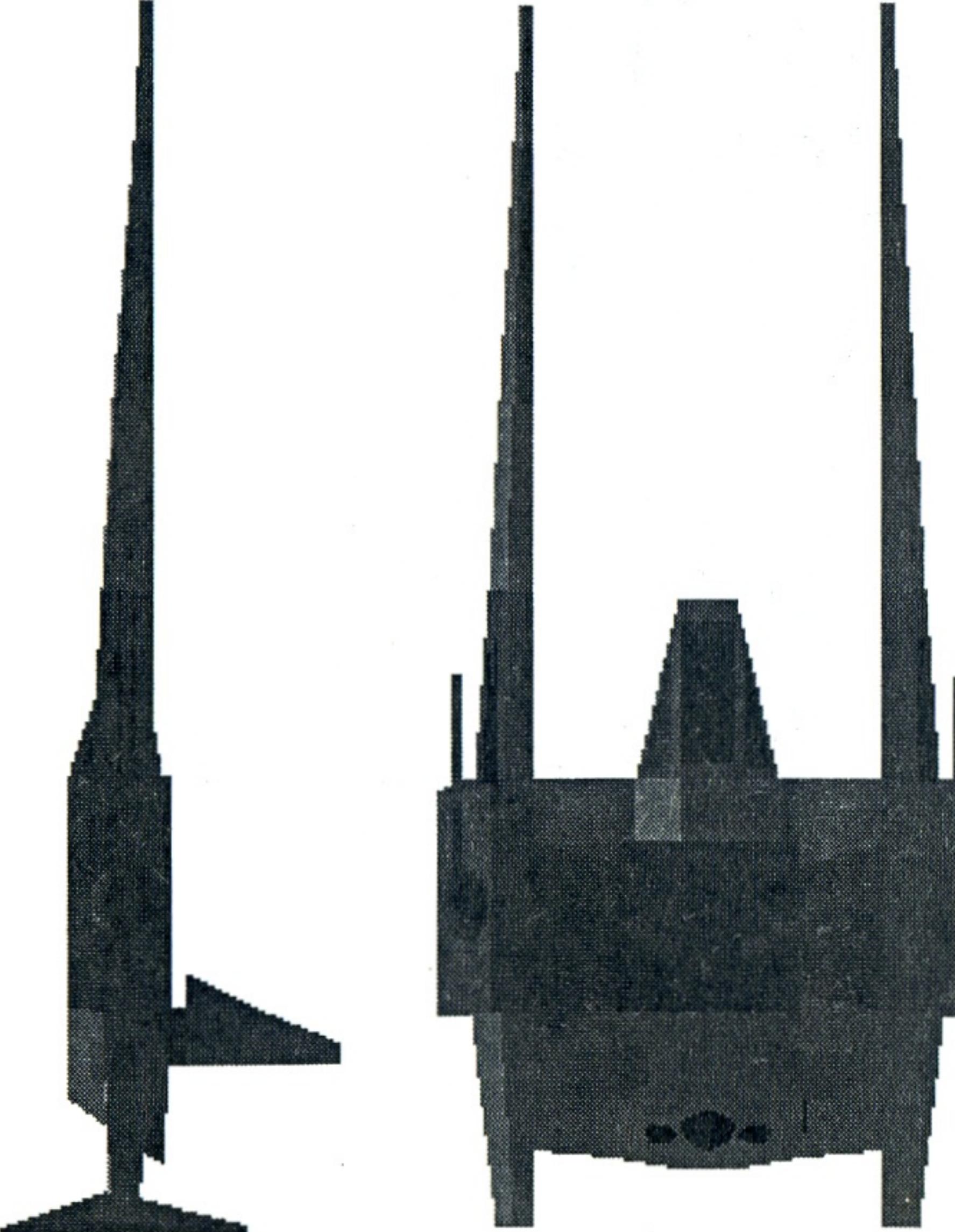
Anti-Grav: Yes

Shields:

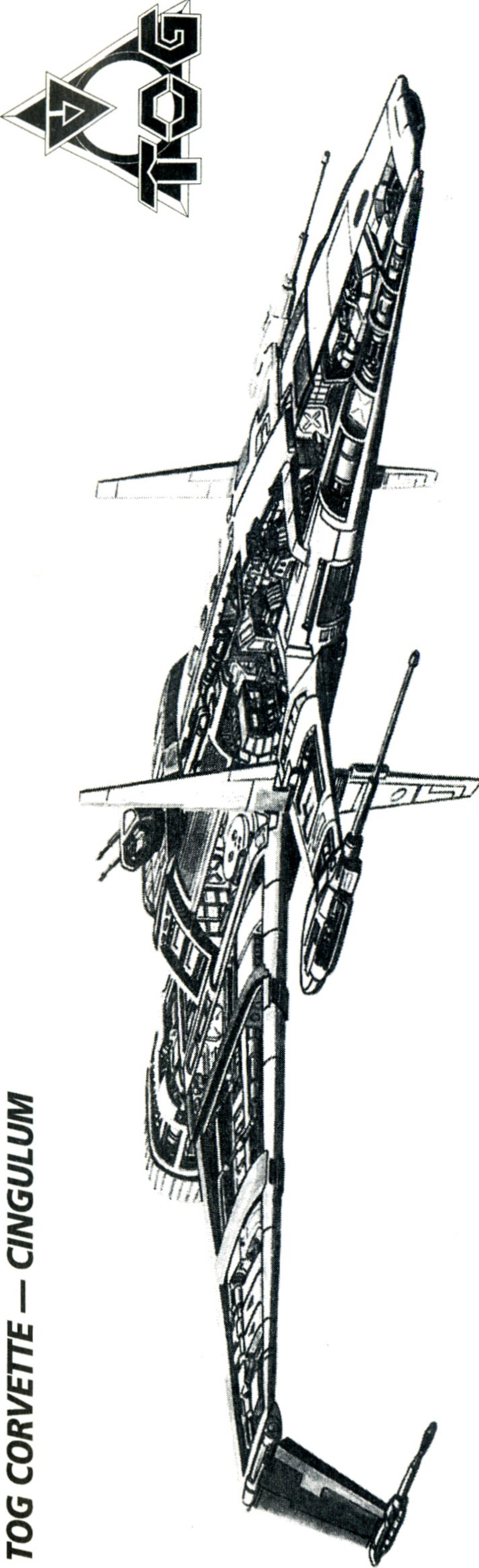
Bow:	60	Bow:	100
Right:	40	Right:	70
Left:	40	Left:	70
Stern:	50	Stern:	100

Weapons:

TYPE	MDC 10	LOCATION
MDC 10	10	Turret
EPC 18	10	Turret
Hard Point	18	LWing
Hard Point	18	RWing
Hard Point	18	LWing
Hard Point	18	RWing
Hard Point	10	Bow
Hard Point	10	Turret
Hard Point	10	Turret



TOG CORVETTE — CINGULUM



The *Cingulum* is the most common corvette manufactured by the TOG. As a result, they are literally seen everywhere, from the front lines of the Commonwealth all the way back to New Rome. After over seventy-five years of service, this design is considered to be one of the most dependable in the fleet.

The *Cingulum* is normally assigned to either escort, courier, or rescue duty when attached to the fleet. As it is capable of faster-than-

light travel, the *Cingulum* can undertake independent missions and still keep up with the fleet. It carries an impressive array of weapons and is very solidly protected by armor and shields which give it a high survivability rate, even when attacked by entire squadrons of interceptors.

Like all corvettes, the *Cingulum* does not allocate a fixed amount of power to its shields or weapons. The crewmen controlling

the shields and weapons can allocate a variable amount of power to the shields protecting different portions of the ship, making it virtually impregnable when full power is applied to a single shield. They can also decrease the amount of protection for an all out attack. As a result, *Cingulums*, and all corvettes, must be attacked on several sides at once if an attacking squadron is to overcome their shields and firepower.

23

TECHNICAL DATA

Class: Corvette

Mass: 1,059 tons

Cost: 16,549,000 talents

Engines:

Right Engine Rating: 5,000

Left Engine Rating: 5,000

Thrust: 5

Streamlining: No

Anti-Grav: Yes

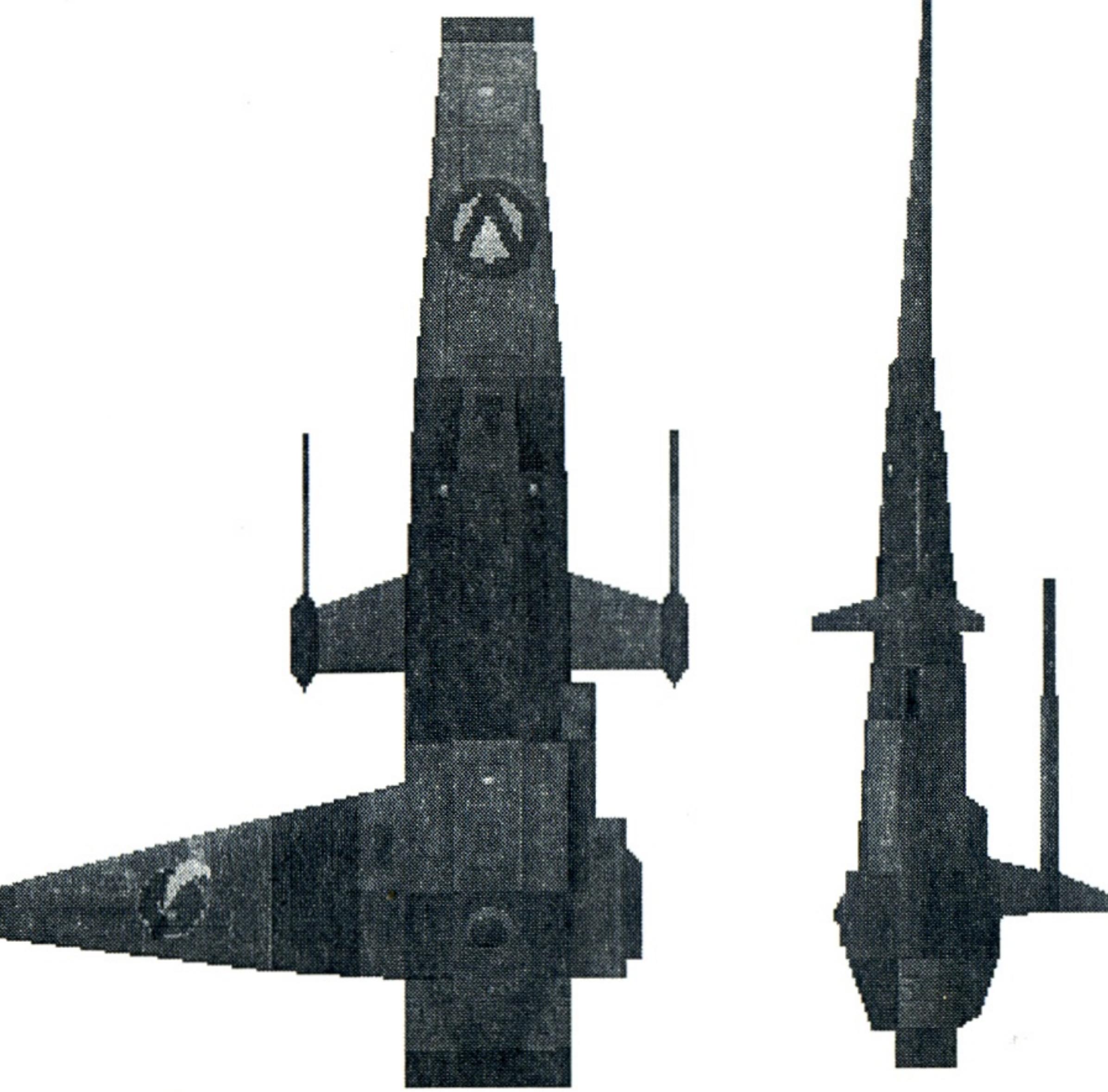
Reserve Power: 1,272

Shields:

Shield Location	Type	Usage	Armor
Bow:	Variable	200	TYPE: 5/4 Laser
Right Front:	Variable	160	LOCATION: Forward
Right Rear:	Variable	170	TYPE: 5/4 Laser
Left Front:	Variable	165	LOCATION: Forward
Left Rear:	Variable	175	TYPE: MDC 12
Stern:	Variable	200	LOCATION: Forward

Weapons:

Weapon Type	Usage	Location	Location
7.5/5 Laser	22	Forward	TYPE: 7.5/5 Laser
7.5/5 Laser	22	Forward	LOCATION: Forward
7.5/6 Laser	25	Forward	TYPE: 7.5/6 Laser
7.5/6 Laser	25	Forward	LOCATION: Forward
5/6 Laser	20	Rear	TYPE: 5/6 Laser
5/6 Laser	20	Rear	LOCATION: Rear
MDC 12	15	Forward	TYPE: MDC 12
MDC 12	15	Forward	LOCATION: Forward
MDC 12	15	Forward	TYPE: MDC 12
MDC 12	15	Forward	LOCATION: Forward



* Commonwealth Armed Forces Military Structure

OVERVIEW

The Commonwealth Armed Forces (CAF) and the Renegade Legion have fought TOG side by side for almost one hundred and fifty years. Although there are three hundred thousand Renegade Legions and two hundred thousand Commonwealth units, the Renegade Legion actually outnumbers the Commonwealth Military almost three to one. Although the Renegade Legion has a long and glorious history of fighting the TOG, they do not have the roots to the Commonwealth possessed by the CAF. These different attitudes, different structures, and different methods of operation have, in the past, caused friction between the two allies. Nevertheless, they remain united against their common foe, the Terran Overlord Government.

Through the years, the soldiers and civilians of the Renegade Legion have begun to put down roots in the Commonwealth. The line dividing the two forces may, in time, fade, but for now they are very much two separate armies fighting a common foe. In Shannedam County the Commonwealth decides the overall military strategy with constant advice from the Renegade Legionnaires stationed there. Each army, however, decides how to best carry out the orders of the supreme commanders. Although it is common for Renegade Legionnaires to fight on the same planet with Commonwealth soldiers, the two groups will likely have vastly different objectives and theaters of operation.

THE COMMONWEALTH MILITARY

The Commonwealth Armed Forces are organized on a completely different model than the TOG military. Rather than call upon the ancient Romans for their military model, the Commonwealth called upon the ancient British for their military structure. In most cases, Commonwealth units are slightly smaller than their Legion counterparts. In addition, the CAF has tried to keep the racial heritage of their members intact, allowing units to organize themselves into standard units of their home race. A KessRith unit, therefore, is modeled upon the KessRith structure. It is likely to be better armed and armored than an equivalent Legion unit, but it will also be slower and smaller. In the same manner, Baufrin, Naram, and Vauvusar can maintain their racial identities in their military units.

There are several branches to the Commonwealth Armed Forces. The Royal Army of the CAF usually concentrates on ground actions. The Royal Navy is responsible for all action in space and coordinates the actions of the Royal Aerospace Force, which primarily involves planet-based Interceptors. The Royal Navy, therefore, is responsible for keeping supply lines open to contested worlds and supporting the planet-side operations of the Royal Army. In addition, the Royal Navy coordinates its operations with the Renegade fleets to provide the best protection of all planets.

CAF Royal Navy Structure

As the Royal Navy fights a defensive campaign, they make much more prominent use of static defenses and bases than either the Renegade Legion or the TOG. In addition to defending a system with capital ship squadrons, the Royal Navy builds and supports independent command centers in a system. These bases are often constructed near population centers, where they can provide swift and efficient protection.

Royal Naval Bases

Royal Naval bases are rated according to their size. In most cases, the significant factors are the largest ship the base can service and the size of the base's defensive system. In all cases these bases house a military force, usually several flights or an entire wing of Interceptors. Given the long-range capabilities of Interceptors, these bases make perfect staging areas to launch raids against TOG invaders entering the system, or support a counterattack by CAF capital ships.

Royal Navy Squadrons

Royal Navy squadrons are organized much the same way as are the Renegade Legion and the TOG, except the Royal Navy is much more flexible. Where a TOG squadron is almost universally ten ships, the CAF squadron can have as few as eight and as many as twelve. A light squadron may have no cruisers or battleships, while an attack squadron could have two or three cruisers and a pair of battleships. Whereas TOG squadrons are almost always Human, with predominately Human officers and commanders, the Royal Navy could have a mixed squadron, or the entire squadron could be crewed entirely by members of a single race fighting in ships they designed.

Renegade Legion

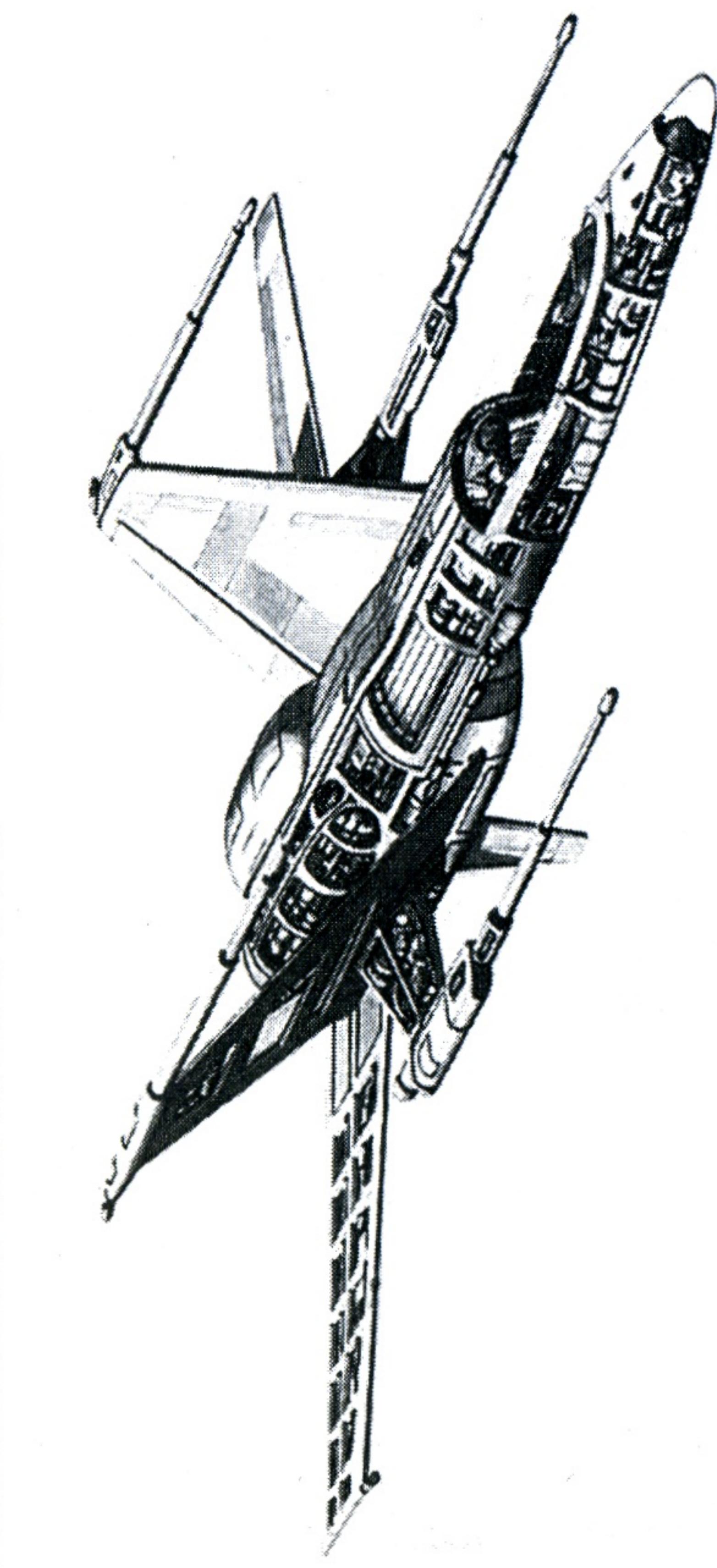
The fleets and legions of the Renegades are organized along the same model used by the TOG. Although they wear slightly different uniforms, the Renegade Legion still clings to the military model originally outlined by Alexander Trajan years ago. The key difference between the Renegade Legion and the TOG, is not their structure, it is their equipment.

When the Renegades left TOG space, they lost access to the equipment they had been trained to use. Over the course of the years, combat losses have been replaced by the industrial might of the Commonwealth and their allies. As a result, the Renegades fight with a mixture of old and new. Capital class ships are rarely retired and serve out their lives in active duty. Interceptors have been completely replaced by models flown in the Commonwealth. Likewise, personal equipment is all from a Commonwealth manufacturer.

Standard Royal Navy and Renegade Legion Interceptors and Corvettes

As with the TOG, the Renegade Legion and CAF have a wide variety of Interceptors in service along the border. For a variety of reasons, including cost, manufacturing capability, support issues, combat performance, and pilot preference, the Commonwealth defenders rely primarily on six Interceptor designs. The Renegade Legion also uses captured TOG equipment, something the CAF would never do, but this is always a question of acquiring the ships and the components necessary to keep them flying.

CAF Interceptors are built around a different tactical doctrine from their TOG counterparts. Although they are not generally as fast, CAF Interceptors are better armored and more heavily armed. Whereas the TOG Interceptors are designed to do several jobs well, CAF Interceptors are designed around a specific purpose. To that end, they carry a wider variety of weapons and fewer hard points. When engaged in missions within their design profile, such as reconnaissance, system defense, or rescue, they perform very well. When called upon to perform outside these parameters, they do not fare as well.

RENEGADE INTERCEPTOR — CHEETAH

The hallmark of the *Cheetah*, like its animal namesake, is speed. The *Cheetah* can keep pace with any ship in the TOG fleet, and with a good range of weapons, the *Cheetah* is a

match for a ship twice its size. When in the hands of the experienced pilot the *Cheetah* is one of the most capable designs in service. It has only average armor and shielding,

however, making it a dangerous ride for novice pilots. The *Cheetah* is also expensive. Ton for ton it is the most expensive ship on either side of the border.

TECHNICAL DATA

Class: Light Fighter

Mass: 73 tons

Cost: 2,366,300 talents

Engines:

Right Engine Rating: 450

Center Engine Rating: 600

Left Engine Rating: 450

Thrust: 10

Streamlining: Yes

Anti-Grav: No

Shields:

Bow: 50

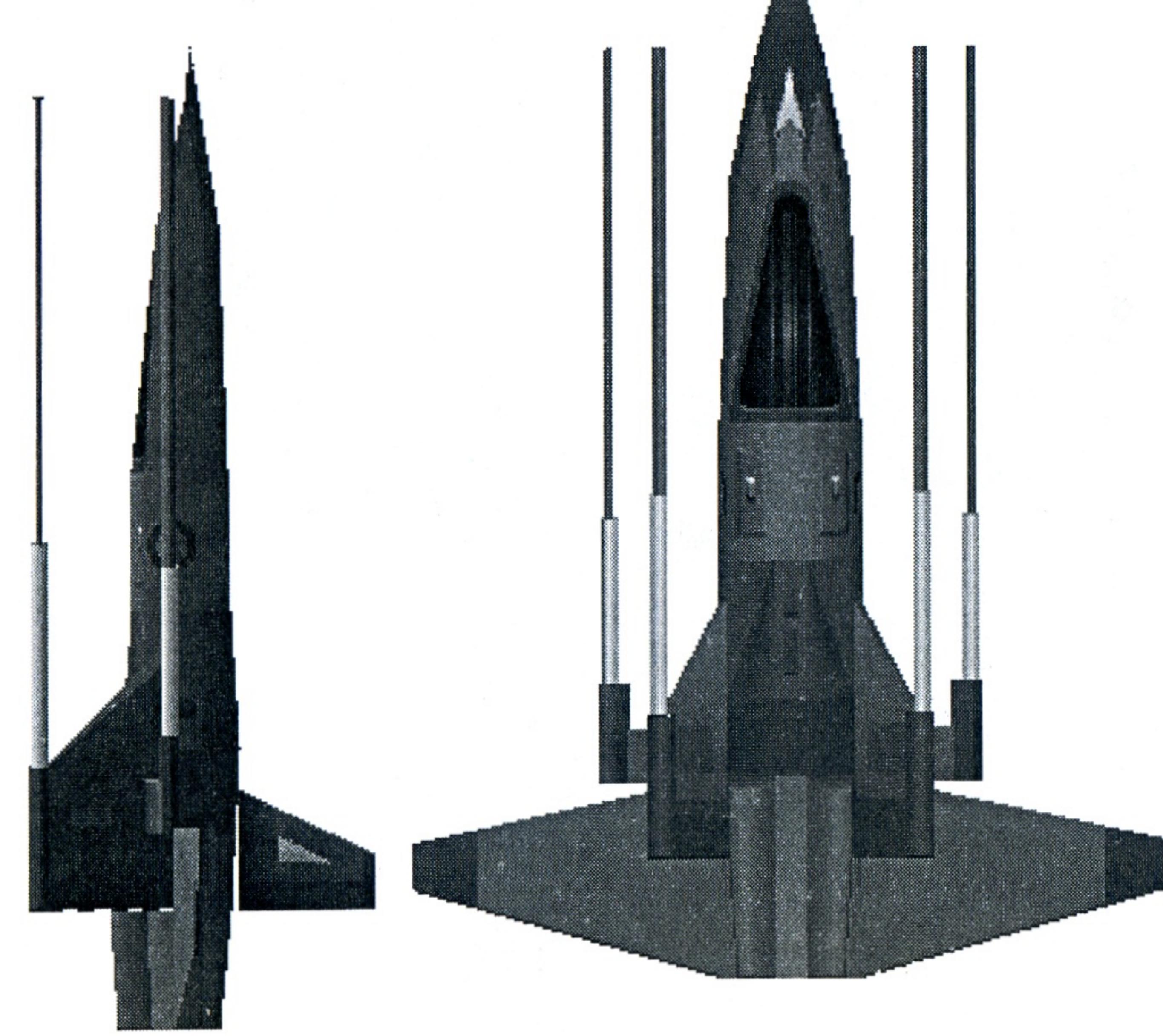
Right: 40

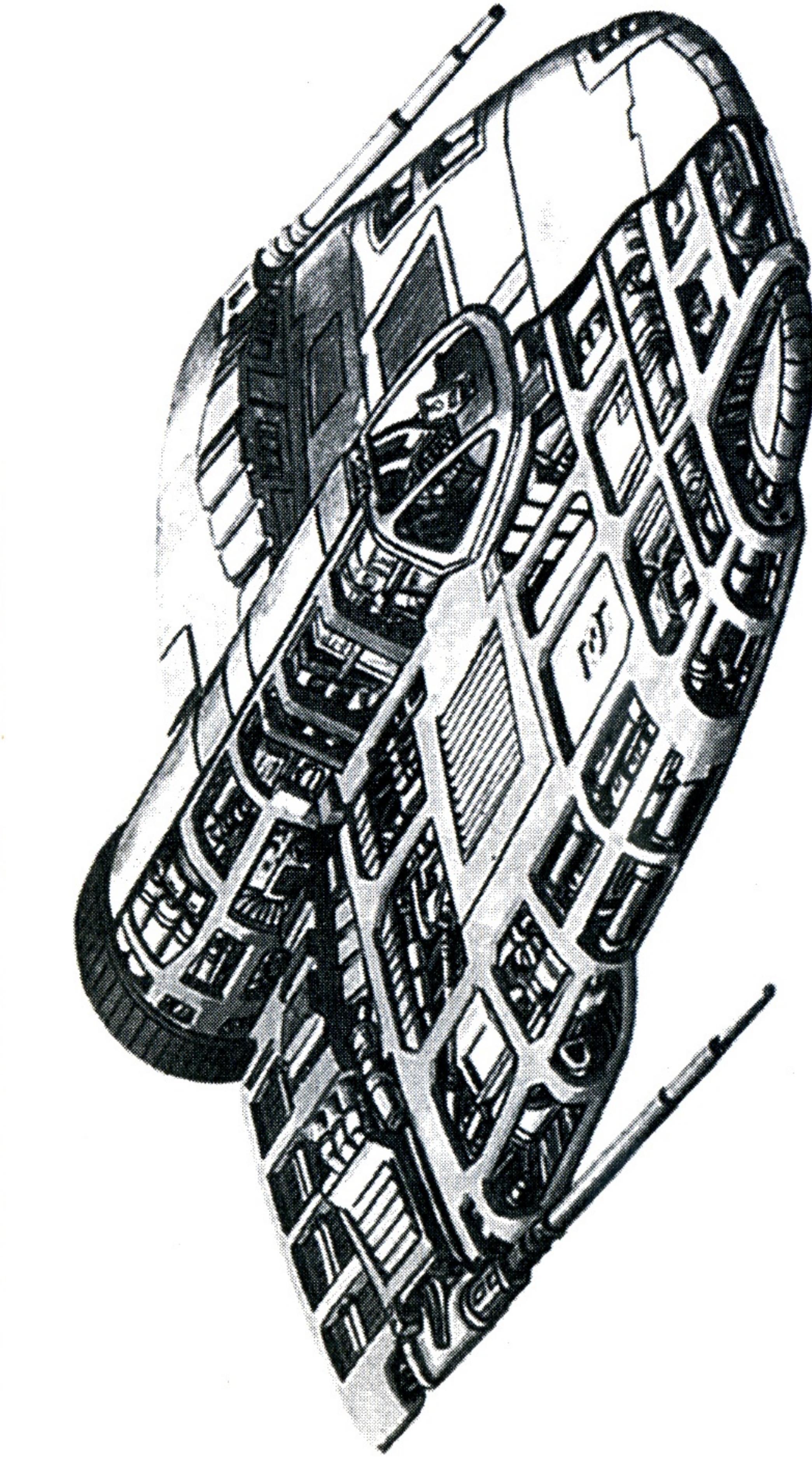
Left: 40

Stern: 50

Weapons:

TYPE	LOCATION
5/1 Laser	LWing
5/1 Laser	RWing
EPC 9	LWing
EPC 9	RWing
Hard Point	Bow



RENEGADE INTERCEPTOR — GUARDIAN

If the *Cheetah* is the fastest Interceptor in the fleet, the *Guardian* is the slowest. But what it lacks in speed it more than makes up for in protection. The *Guardian* is normally deployed as a base defense craft. Because

they are so slow, *Guardians* normally engage enemy ships close to the target rather than risk being outmaneuvered by faster TOG Interceptors. The *Guardian* is a good ship for rookies as it is very forgiving. The thick armor plates of the *Guardian* cover a lot of pilot errors and give rookies the chance to advance to become veterans. Like most CAF Interceptors, the *Guardian* works best at close range.

TECHNICAL DATA

Class: Medium Fighter

Mass: 106 tons

Cost: 1,638,500 talents

Engines:

Center Engine Rating: 900

Thrust: 4

Streamlining: Yes

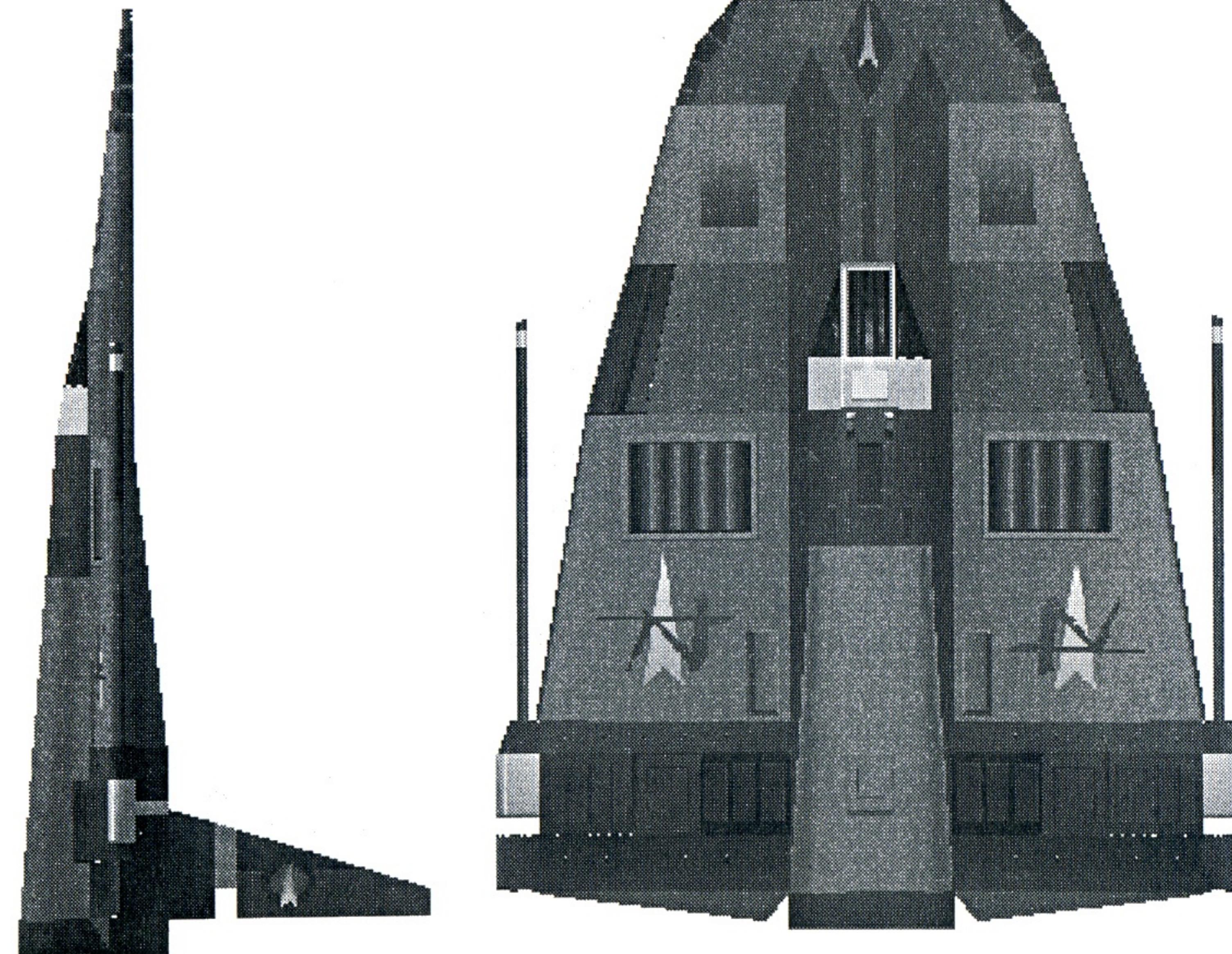
Anti-Grav: No

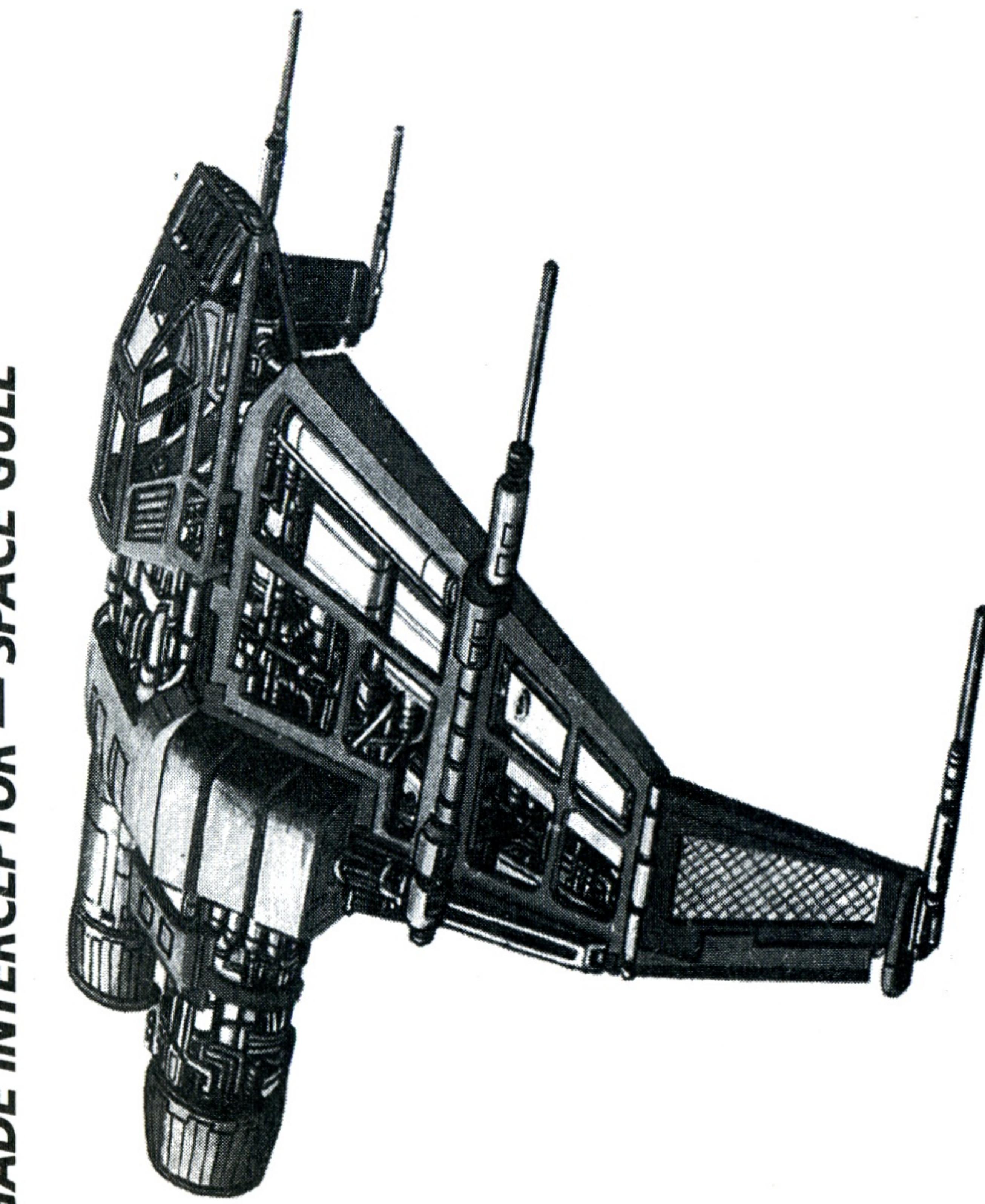
Shields:

Bow:	50	Bow:	100
Right:	40	Right:	80
Left:	40	Left:	80
Stern:	50	Stern:	100

Armor:

TYPE	LOCATION
5/2 Laser	L/Wing
5/2 Laser	R/Wing
EPC 18	Bow
EPC 18	Bow
Hard Point	Bow



RENEGADE INTERCEPTOR — SPACE GULL

The Space *Gull* is one of the few interceptors in the Commonwealth that is not capable of atmospheric flight. Initially considered a drawback, the design proved that although

it had limited targets, it was much better prepared for missions against those limited targets than was an all-purpose Interceptor. The *Gull* is well-armored and offers a good range of armaments. Its only weakness is the

strength of its shields, which are considered light for the class. Despite the limitations, however, the *Gull* has proven to be a capable performer during its fifty-five year history.

TECHNICAL DATA

Class: Medium Fighter

Mass: 126 tons

Cost: 2,450,000 talents

Engines:

Right Engine Rating: 750
Left Engine Rating: 750

Thrust: 6

Streamlining: No

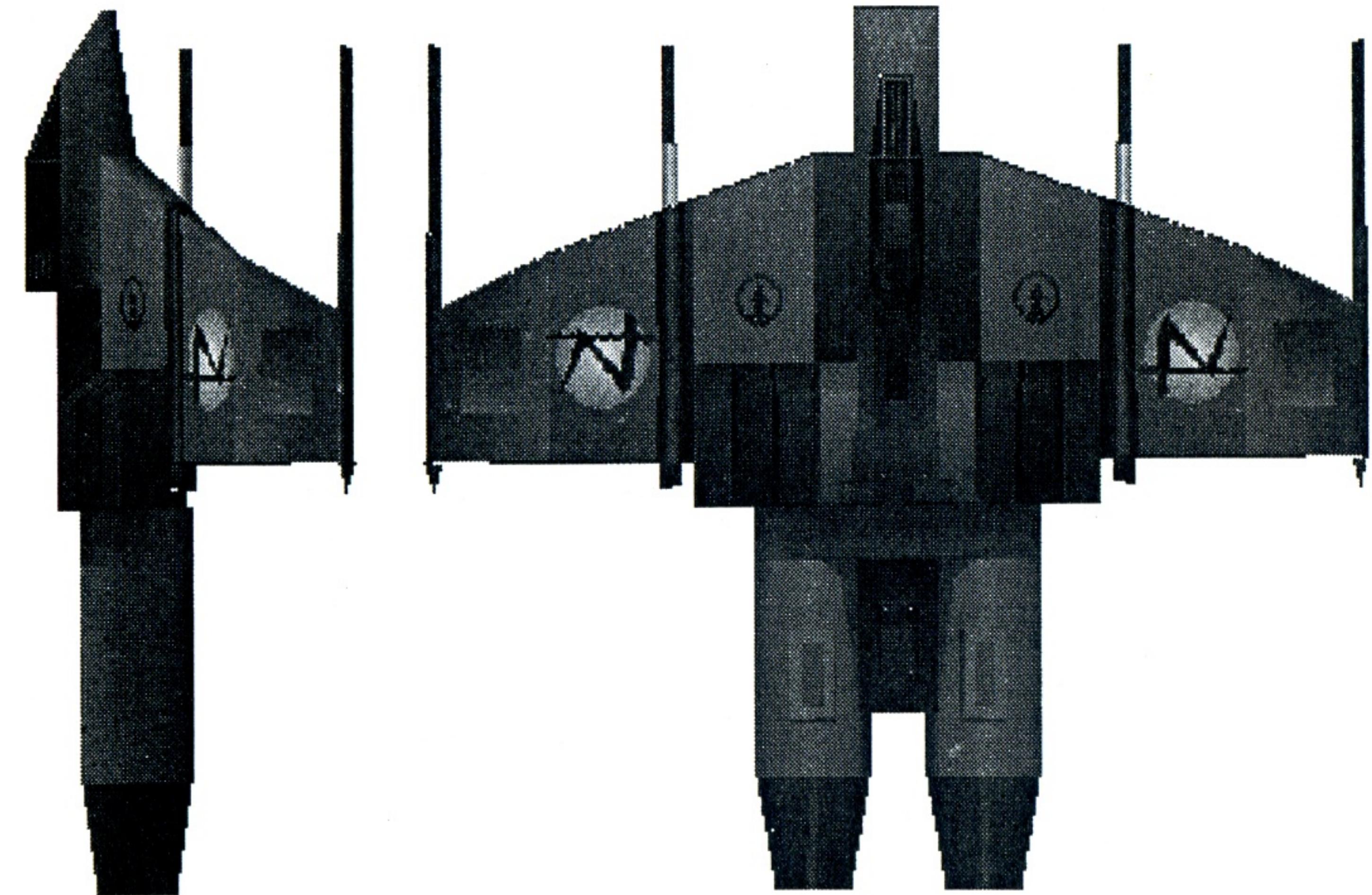
Anti-Grav: No

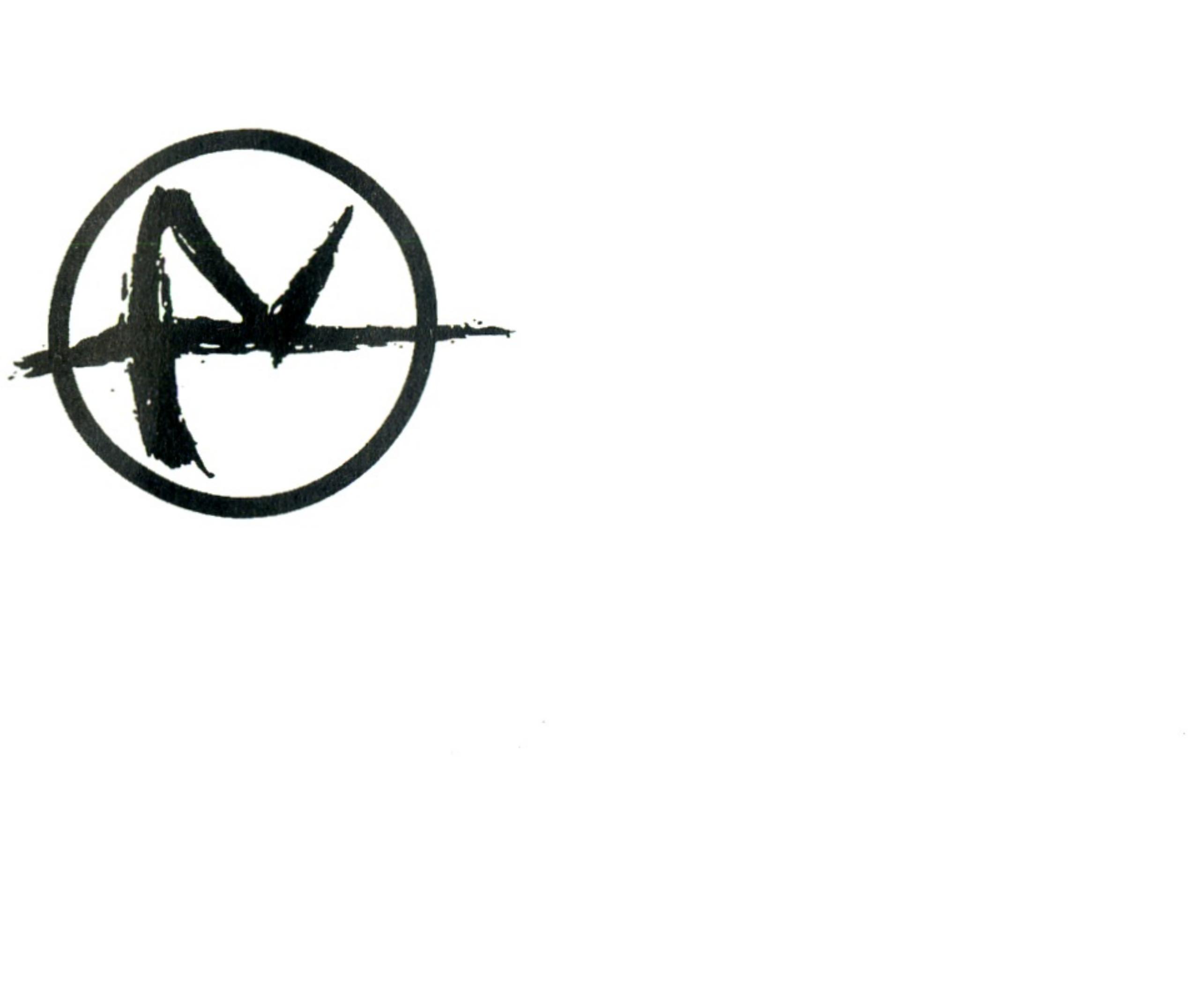
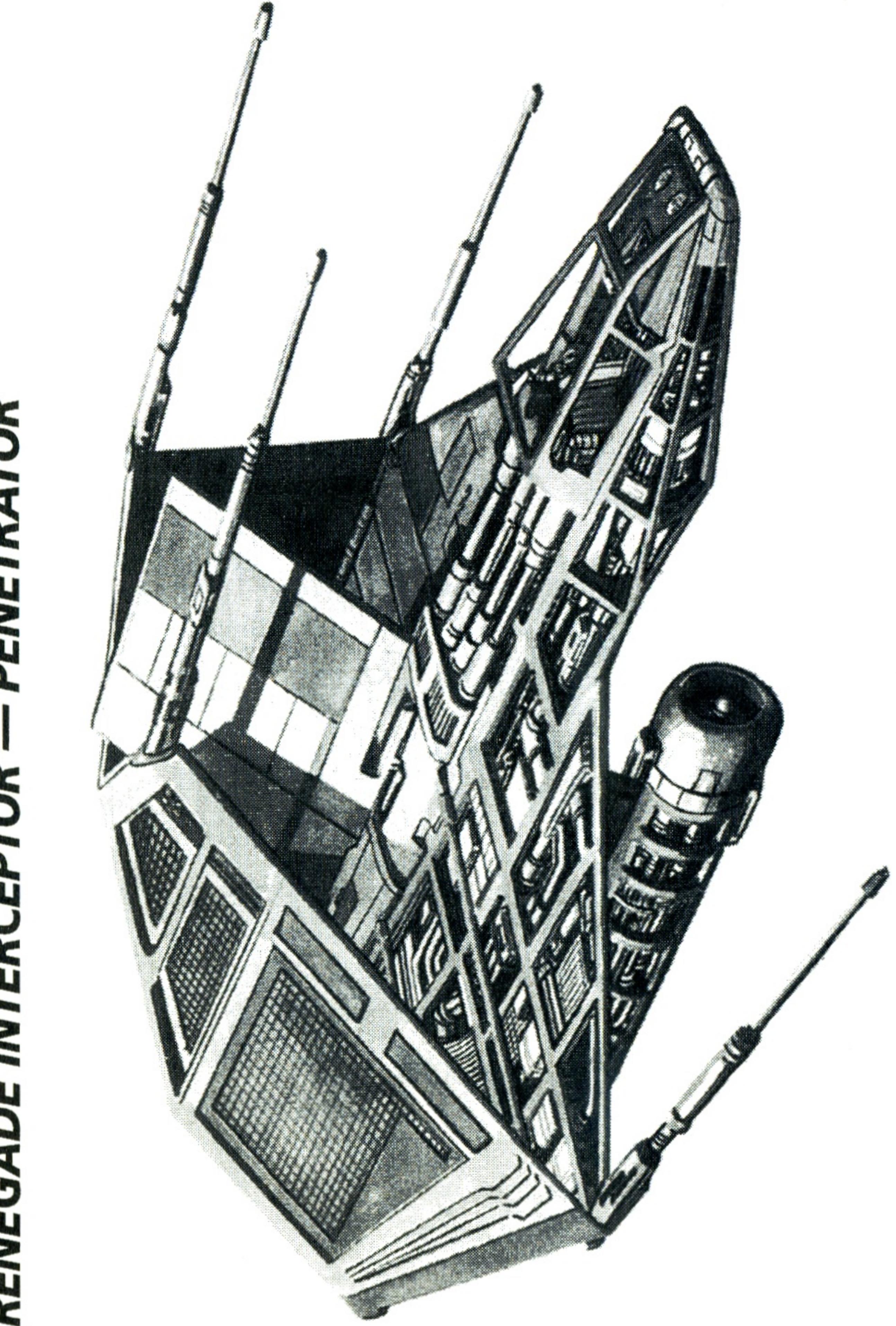
Shields:

Bow:	40	Bow:	80
Right:	30	Right:	60
Left:	30	Left:	60
Stern:	40	Stern:	80

Weapons:

TYPE	MDC	LOCATION
LWing	8	MDC
RWing	8	14
Bow	14	14
Bow	14	Hard Point
Bow		



RENEGADE INTERCEPTOR – PENETRATOR

The *Penetrator* is one of the most commonly deployed medium interceptors in the CAF or Renegade fleet. With excellent speed and a heavy firepower, the *Penetrator* can be called upon to perform almost any mission

successfully, from reconnaissance to attack. The ship is well protected front and rear, but its side armor is extremely thin. In most cases a second strike from a TOG heavy or medium Interceptor is all that is necessary to breach

the hull of a *Penetrator*. Because of that, the *Penetrator* tends to make long sweeping passes on a target and avoid a close, pitched dogfight where a lucky shot would send the pilot to an early grave.

TECHNICAL DATA

33

Class: Medium Fighter

Mass: 139 tons

Cost: 2,926,700 talents

Engines:

Right Engine Rating: 1,000

Left Engine Rating: 1,000

Thrust: 7

Streamlining: Yes

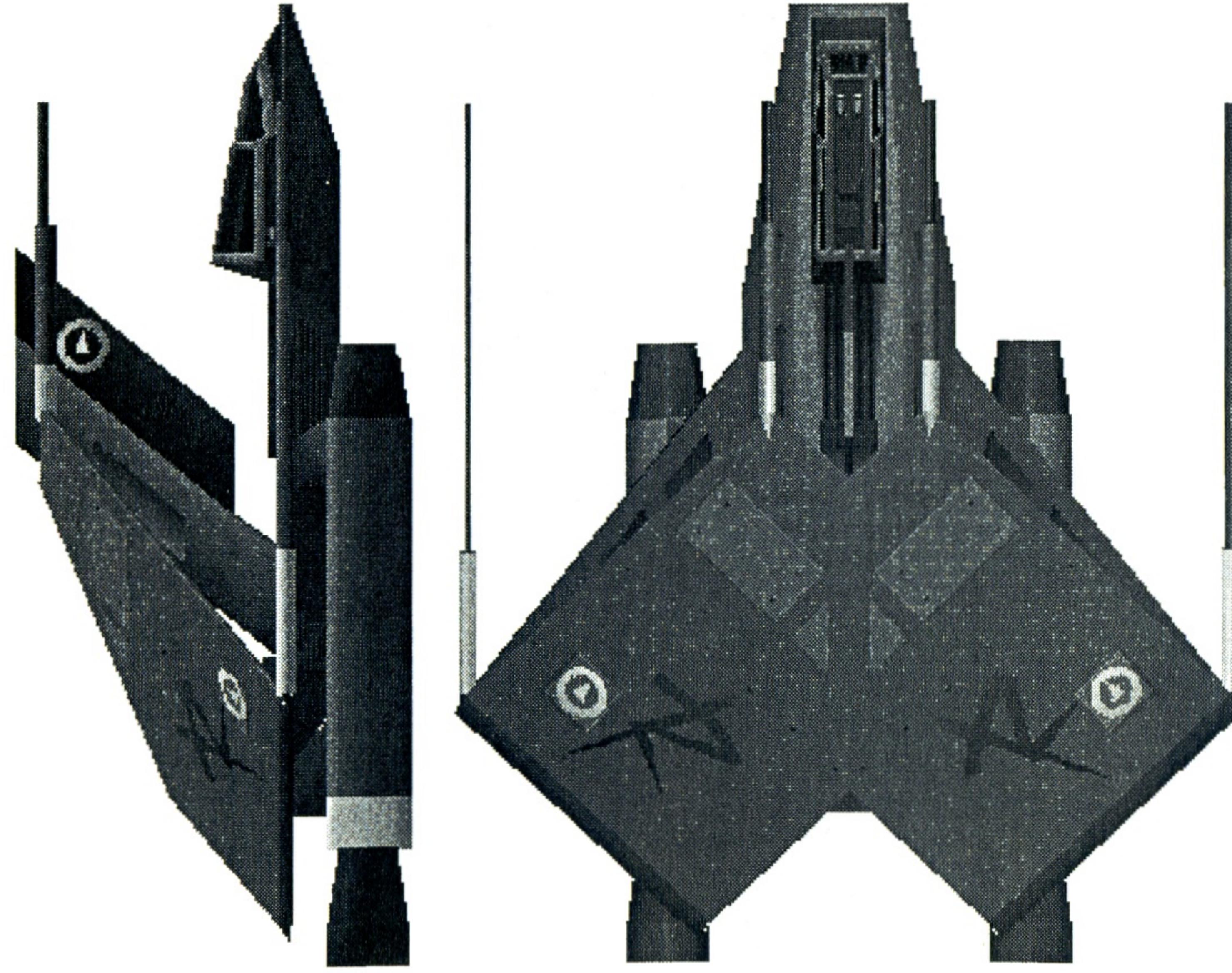
Anti-Grav: No

Shields:

Bow:	70	Bow:	90
Right:	50	Right:	40
Left:	50	Left:	40
Stern:	60	Stern:	80

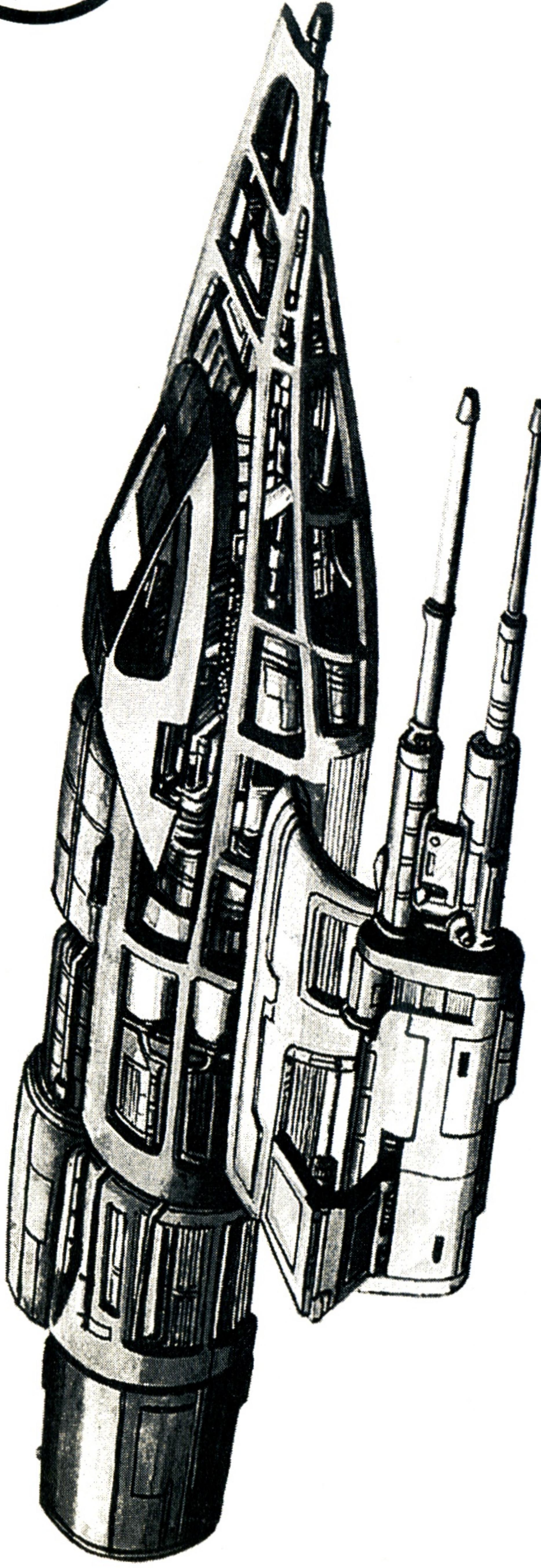
Weapons:

TYPE	LOCATION
NPC 16	LWing
NPC 16	RWing
EPC 14	LWing
EPC 14	RWing
Hard Point	Bow





RENEGADE INTERCEPTOR — AVENGER



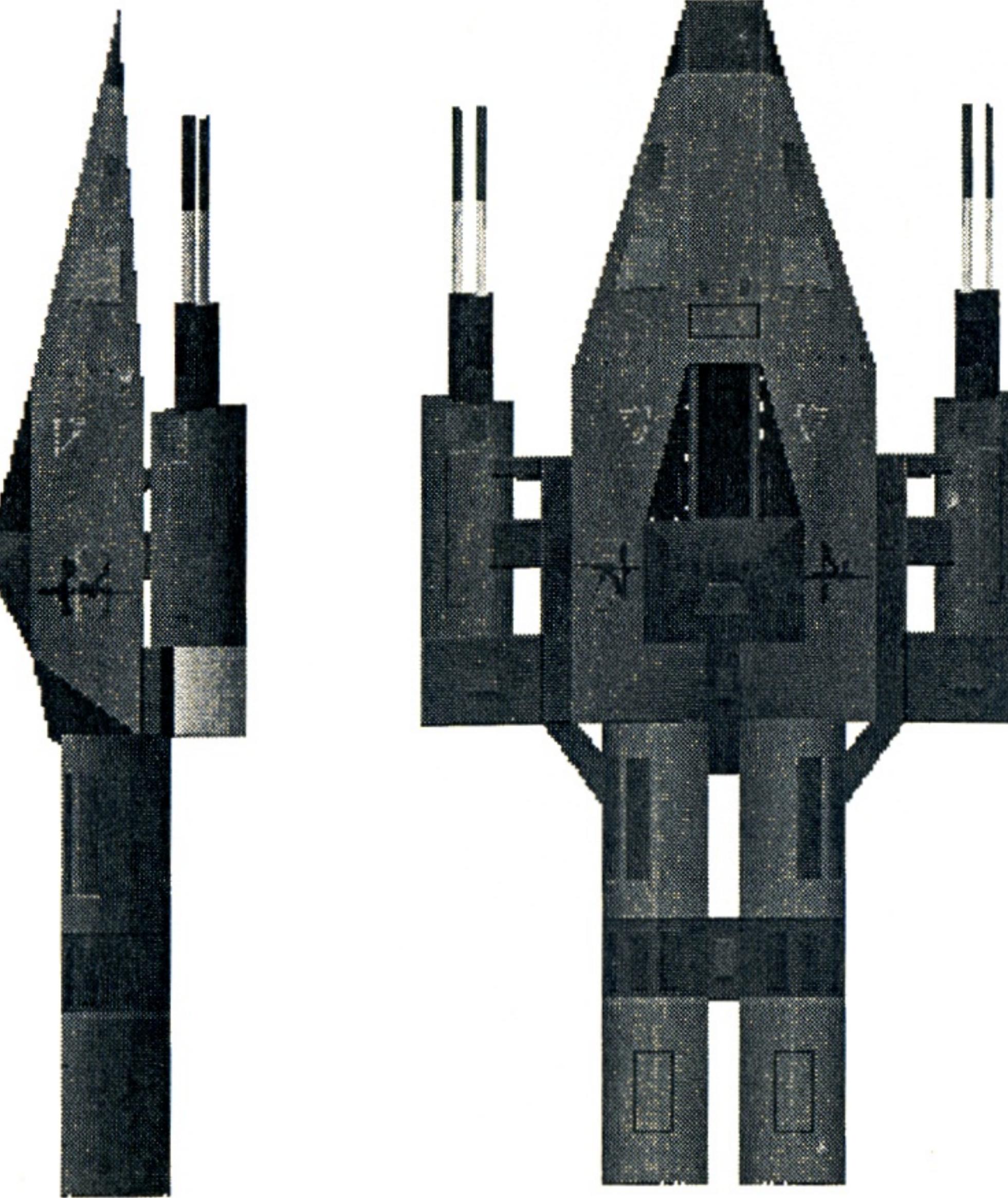
The Avenger is, perhaps, the oldest design in the CAF or Renegade fleet. The original Avengers were in the Renegade fleets that fled TOG space. Since that time, the design has been modified and reworked countless

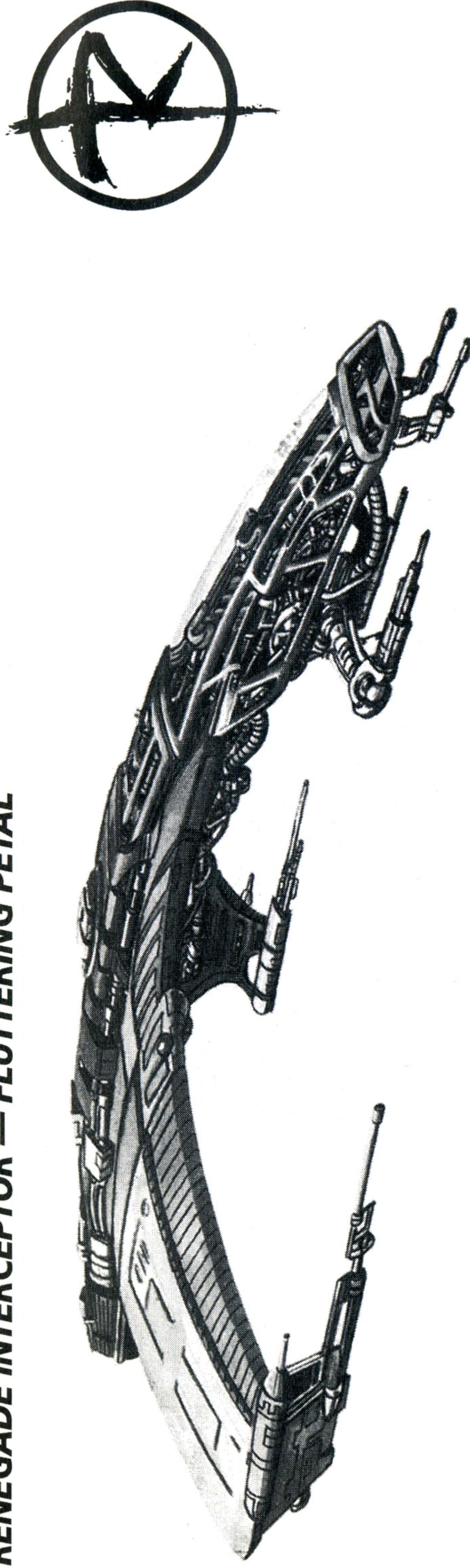
times. The Avenger has no missiles (an oddity in the fleet) and relies on a mixture of weapon types to provide excellent damage across all ranges. This classic design has always done well against TOG missile carriers and

current rumors suggest the TOG is considering developing their own version of this fighter due to its outstanding success — a high compliment indeed.

TECHNICAL DATA

Class:	Heavy Fighter
Mass:	175 tons
Cost:	3,552,300 talents
Engines:	
	Right Engine Rating: 1,200
	Left Engine Rating: 1,200
Thrust:	7
Streamlining:	Yes
Anti-Grav:	No
Shields:	
	Bow: 50
	Right: 40
	Left: 40
	Stern: 40
Armor:	
	Bow: 100
	Right: 60
	Left: 60
	Stern: 100
Weapons:	
TYPE	LOCATION
5/4 Laser	L/Wing
5/4 Laser	R/Wing
MDC 8	R/Wing
MDC 8	L/Wing
EPC 18	Bow



RENEGADE INTERCEPTOR — FLUTTERING PETAL

The Na'Ctka Moquka, or *Fluttering Petal*, is a classically designed KessRith fighter. Stressing firepower and protection over speed, the *Petal*, as it is called, is massively protected by powerful shields and maximum armor.

Original designs called for this Interceptor to be entirely laser based; however, changes resulted in adding the Mass Driver Cannons and two hard points. The *Petal* also benefits from a turret, controlled by the Weapons Officer. This second set of weapons makes the *Petal* one of the most lethal Interceptors in the fleet and the ultimate goal of many pilots.

TECHNICAL DATA

Class: Heavy Fighter

Mass: 245 tons

Cost: 4,482,000 talents

Engines:

Right Engine Rating: 800

Center Engine Rating: 900

Left Engine Rating: 800

Thrust: 5

Streamlining: No

Anti-Grav: Yes

Shields:

Bow: 70

Bow: 100

Right: 60

Right: 100

Left: 60

Left: 100

Stern: 70

Stern: 100

Armor:

Bow: 100

Right: 100

Left: 100

Stern: 100

Weapons:

TYPE

LOCATION

MDC 8

MDC 8

7.5/5 Laser

7.5/5 Laser

5/5 Laser

5/4 Laser

5/4 Laser

Hard Point

Hard Point

Bow

Bow

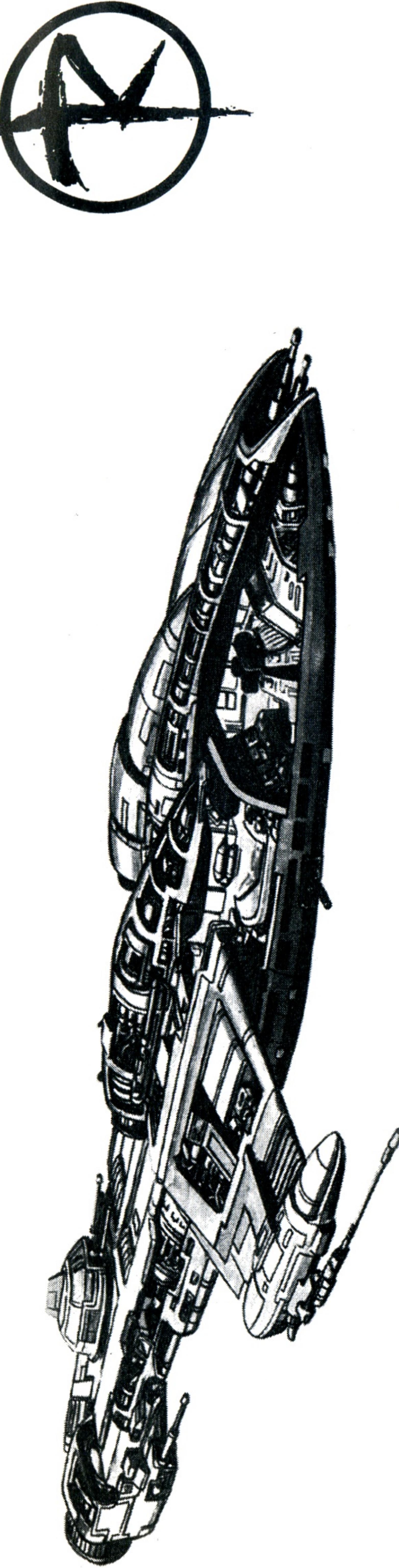
Turret

Turret

Turret

Turret

Bow



The *Pegasus* is the newest corvette in the Renegade fleets. Initially designed for convoy escort duties, the design has proven to be a capable raider as well as an excellent patrol craft. Like all corvettes, the *Pegasus* is

well-armored with a wide variety of weapons. As it was designed primarily as an escort, the *Pegasus* makes heavy use of energy weapons and mounts only a single hard point. It possesses an abundance of

additional power to allocate to the weapons and shields, making it an excellent close range fighter. The *Pegasus* is also capable of Faster-Than-Light travel, which provides even more strategic flexibility.

TECHNICAL DATA

Class: Corvette

Mass: 1,042 tons

Cost: 16,690,400 talents

Engines:

Right Engine Rating: 5,000

Left Engine Rating: 5,000

Thrust: 4

Variable Power: 1,406

Streamlining: No

Anti-Grav: Yes

Shields:

Bow:	Variable	Bow:	200
Right Front:	Variable	Right Front:	180
Right Rear:	Variable	Right Rear:	200
Left Front:	Variable	Left Front:	180
Left Rear:	Variable	Left Rear:	200
Stern:	Variable	Stern:	200

Armor:

TYPE	USAGE	LOCATION	LOCATION
7.5/6 Laser	25	Forward	Forward
7.5/6 Laser	25	Forward	Forward
7.5/6 Laser	25	Forward	Forward
7.5/6 Laser	25	Forward	Forward
7.5/6 Laser	25	Rear	Rear
7.5/6 Laser	25	Rear	Rear
5/6 Laser	20	Left	Hard Point
5/6 Laser	20	Right	Right

* Races of the Commonwealth

A wide range of races have banded together in the Commonwealth to fight the TOG and the evil it represents. Each race brings a unique viewpoint to the conflict as well as widely different skills and abilities. Each, however, contributes to the overall war effort by working to stop the TOG advance.

HUMAN



Humans are among the most prolific of races and can be found in literally every corner of the galaxy. Humans tend to think of themselves as the most important race in the galaxy, and are one of many races with aspirations of total control. The Terran Overlord Government is but one manifestation of this desire for dominance.

As a race, Humans are neither the most aggressive, nor the most cunning, but they exhibit the most extremes of behavior and ability. Humans have the capability to excel in a wide range of areas, making them the most diverse race in the galaxy.

NARAM



Physically and mentally, Naram are extremely close to Humans in development — the two races are so close that they can interbreed. Philosophers continue to debate whether the two races are actually descendants from the same genetic ancestors.

Culturally, the Naram are very different from Humans. The Naram Republic is devoted to peace, seeking any possible method to avoid war. This is one of the principal reasons the race has bowed to the policies of the TOG.

Naram are slightly less diverse than Humans. Naram tend to be slightly taller and thinner than Humans and as a race are considered very beautiful by some Humans. Most Naram wear their hair long; however, warriors may cut their hair to symbolize their short and violent lives.

The Naram who fight for the Commonwealth are divided into two groups. Most have lived in the Commonwealth long enough to consider it, rather than the Naram Republic, their home. A smaller percentage (who fled the Republic when it bowed to New Rome) are some of the fiercest fighters in the Commonwealth because they know that even if they manage to save the Commonwealth from the TOG invaders, they must still rescue their home worlds from TOG corruption.

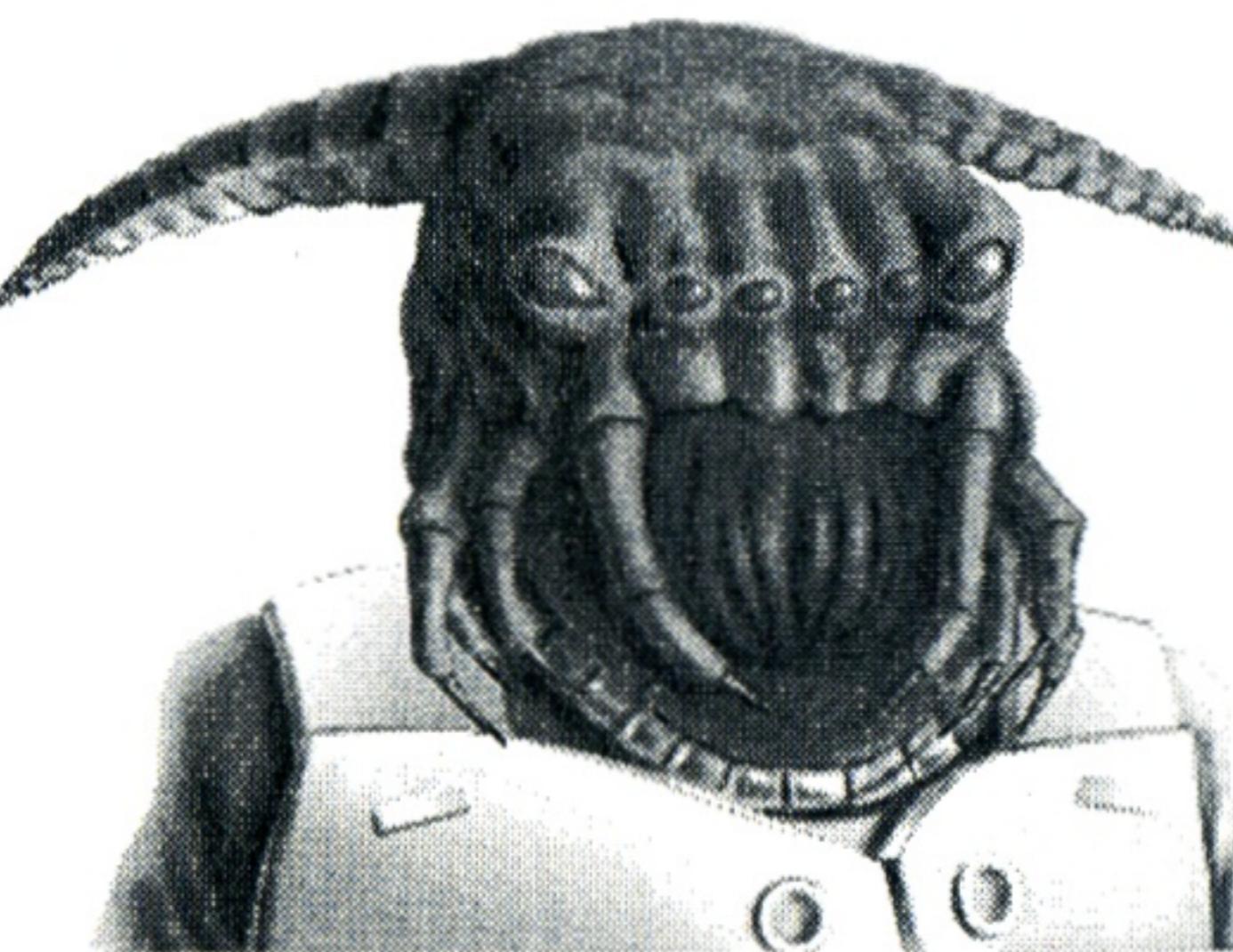
KESSRITH



warrior's code; however, many of the concepts of the code are beyond Human understanding.

The KessRith ruled over humanity for hundreds of years but lost control due to infighting as much as to the Human uprising. Now that they have been defeated by the TOG and sued for peace with the Commonwealth, they have been reduced to a fraction of their former glory. Most KessRith commanders feel this is only a temporary setback and wage war with enthusiasm. Most of the KessRith fighting for the Commonwealth do so out of loyalty to their home worlds, not for the Commonwealth. When the KessRith sued for peace, many KessRith decided to remain behind in the newly created Commonwealth. These clans felt a stronger tie to their home planets than to the KessRith ruling clan across the galaxy.

BAUFRIN



three sets of eyes. Each set sees in a different spectrum giving Baufrin much better vision than Humans; their hearing, however, is not well-developed.

Baufrin hatch from eggs which are cultivated by the "mother," one of the three sexes. They are family-oriented and center their society around the primary male, female, and mother. They do not work well in large groups, making the extended family the largest group they are comfortable with maintaining for a long period of time. This is one of the reasons Commonwealth military units tend to be small, as Baufrin make up a large percentage of the soldiers.

Baufrin live roughly fifty years, and undergo several molts in the process. The molting process is difficult for the Baufrin, and it is possible for the Baufrin to emerge after a molt with a completely different personality. Although it is not common, memory and skills can be lost after a molt resulting in a "new" individual.

Ssora

Ssora are descended from reptilian stock. With two arms, two legs, and a tail, a Ssora is easy for Humans to perceive as a sort of humanoid dinosaur. Ssora stand roughly 1 1/2 meters tall and weigh up to eighty kilos. They walk on their hind legs using their prehensile tails for balance.

Ssora coloration and skin types vary dramatically as they have retained the ability to change their coloration according to their surroundings. Ridges, plates, and a variety of bumps are common on Ssora, as are wild patterns and colors. Ssora are by nature somewhat devious, holding to their own particular code of honor.

Ssora favor a strong form of central government, just the opposite of the Baufrin. It is easy to see why they have, for the most part, sided with the TOG in the struggles. In anything less than an oppressive government, the Ssora are likely to feel any situation is close to anarchy. Although they do not agree with the policies of the TOG, their governmental belief system is so strong many are willing to overlook TOG atrocities and help with the expansion. Others, seemingly out of a higher sense of personal honor, have sided with the Commonwealth and endured the perceived lack of organization.

Vauvusar

The Vauvusar are ambassadors of the Magellanic Republic, the only empire from another galaxy engaged in the war with the TOG. These individuals are descended from amphibians who eventually left their watery home and remained on dry land.

Vauvusar walk on two legs and have two sets of arms and a tail. Although they are not particularly strong, Vauvusar evolution has provided them with lightning-quick reflexes. The oversized mouth of the Vauvusar is on the top of its head. As a result, the brain has migrated through the body and now resides in the torso, just behind the spine.

The Vauvusar are a very curious race. While their outgoing personality makes them excellent ambassadors to the Commonwealth, they can get into trouble because of their heightened curiosity. Vauvusar are very difficult to goad into anger and can remain polite even in the most hostile of situations. It is almost impossible to make an enemy of a Vauvusar, but once this happens, there is nothing that can remedy the situation. You will remain an enemy to that Vauvusar until death.

The curiosity and intelligence of the Vauvusar have proved to be very useful in the Commonwealth. They are excellent at spotting trouble and projecting the outcome of future events. They quickly identified the danger posed by the TOG and agreed to help the Commonwealth in their fight for freedom.

★ Technology

The event that allowed mankind to journey into the stars was the discovery of tachyons. These subatomic particles seemed to defy the currently held physical laws of their time, but actually travelled faster than the speed of light. Further analysis discovered, in fact, that the speed of light was the absolute minimum for tachyons, as they could not be slowed down.

T-SPACE

With intensive analysis and further experimentation, mankind reassembled their knowledge and created a new theory of reality. Although reality seemed to be a constant stream, cracks or seams actually existed within it. These dimensional seams allowed for "faster-than-light" travel through an alternate dimension once a ship reached sufficient speed. This alternate dimension is called Tachyon Space, or T-Space. The actual speed required to enter T-Space varies, which means the faster a ship enters T-Space, the faster it travels through T-Space. The actual T-Space speed of a ship could vary from one light year per month to one hundred thousand light years per month, meaning that a small change in entry velocity provides a huge change in T-Space velocity.

Scientists discovered, however, that maneuvering in T-Space was impossible. Early attempts to maneuver were always unsuccessful, some spectacularly so. Eventually scientists learned that to travel through T-Space toward a planet, a ship must be aimed exactly at the target, and the actual time required for travel must be precisely computed. The longer the trip, the longer the ship must travel before it enters T-Space. This type of calculation requires new and faster computers to figure entry speed based on destination, T-Space speed, mass, and gravity.

The military soon learned that although ships were not actually in normal space, they could still be tracked as they travelled through T-Space. All ships travelling through T-Space leave a trail, or wake, that can be registered in normal space by a Doppler radar set called a T-Doppler. The larger the wake, the larger the ship. Destroyers and escorts are the hardest to track, while battleships and cruisers are the easiest. Fleets leave such a large wake they are easy to detect and actually announce their presence in a system long before the ships actually reenter normal space.

Travel in T-Space is also dangerous. Scientists discovered that normal matter is slightly out of sync with T-Space. As a result, T-Space friction, or shimmer heat, builds up on ships, cargo, and people the longer they are in T-Space. Once a vessel has reentered normal space, it usually spends an equal amount of time there dissipating shimmer heat before reentering T-Space. For example, a ship that spends ten days in T-Space spends ten days in normal space before reentering T-Space. Vessels and people can remain in T-Space for roughly thirty days. If a vessel remains in T-Space longer than thirty days tachyon meltdown occurs, resulting in ships melting down to liquid metal before exploding in a blaze of subatomic particles.

COMMUNICATIONS

Although ships travel faster-than-light, communication signals did not, prior to the sixty-sixth century. As a result, it was common practice to send a courier through T-Space. Eventually, however, Humans figured out how to send messages faster-than-light: phase polarization.

The principle of phase polarization uses a polarized electromagnetic wave passed through a tachyon field to produce a faster-than-light message. Initial systems were limited to speeds of twenty thousand light years per month, but with the development of Very Large Communications Arrays, or VLCAs, this limit was shattered. For the first time, mankind could communicate instantly with any planet in the galaxy. Discovery of phase polarization and the use of VLCAs allowed Alexander Trajan to completely outflank and outrun the Ssora and KessRith.

Since the initial development of VLCAs, they have become increasingly important to the far-flung empires of mankind. Without the ability to instantly communicate with ships, the military would be blind. Battles would occur by chance, not by design, and it would be impossible to coordinate both the attack and defense of any planetary system. There is little wonder VLCAs are so jealously guarded and are the targets of so many attacks.

WEAPONRY AND DEFENSIVE SYSTEMS

Lasers

Lasers are coherent beams of focused light produced by passing energy through gennium-arsenic crystals then though an optical lens or electromagnetic aiming device. Lasers have a limited range, however, as the light loses coherency with distance. Excellent for fighting in close proximity, lasers are less useful in a long range battle. Where most weapons spread damage across the surface of armor, lasers cut straight through making a narrower, but deeper hole.

Military lasers are identified by the length and diameter of the gennium-arsenic crystal used to generate the beam. The first number is the length of the crystal in meters, the second is the diameter in centimeters. A 30/20 laser, therefore, contains a crystal thirty meters in length and twenty centimeters in diameter.

Gennium-arsenic crystals are grown in complex zero-G factories called "Crystal Gardens." Gennium-arsenic ore is extracted from worlds where the violent geological forces combine precisely, to provide enough pressure and energy to create the rare ore. The basic ore is then crystallized, spun, and examined for purity in an orbital factory. By altering the amount of ore used, the size and length of the finished crystal is determined. Purity is essential as any flaw in the crystal eventually results in a resonance that literally shakes the crystal apart. This causes a power surge back to the power source, resulting in an explosion.

The Commonwealth and the TOG have very different attitudes toward the harvesting of gennium-arsenic ore. In the Commonwealth the job is handled by large mining companies. These vast and powerful corporations are some of the most politically influential companies in the Commonwealth. Although mining the ore is dangerous, care is taken to ensure the health and well-being of the miners. The TOG, however, uses only criminals and prisoners of war as slave labor to mine the ore for the rest of their lives. Mercifully, the average life span of a TOG gennium-arsenic miner is six months.

Electron and Neutron Particle Cannons

Electron and Neutron Particle Cannons use atomic charges as projectiles. The principle behind the two weapons is the same, but the components are vastly different and require that the two weapons occupy separate firing chambers.

The Electron Particle Cannon, or EPC, strips away electrons from hydrogen or helium atoms. Superconductors speed the electron particles toward the target at nearly the speed of light. Although the components of the EPC are small, the amount of power required to strip away the electron and hurl it toward the target is massive. As a result, the EPC is primarily a short-range weapon.

The EPC discharge is visible as a faint blue light which dissipates rapidly with distance. When the EPC strikes a target's armor the damage is spread across the surface, rather than penetrating through the armor plates. EPCs actually boil off large plates of armor a layer at a time.

The Neutron Particle Cannon, or NPC, works on the same principle as the EPC, but fires neutrons. Since neutrons are neutrally charged, the NPC masks the neutrons with tachyons to decrease the mass and provide a charge. As the charged neutrons are fired toward the target the tachyon mask rapidly falls away, causing the neutrons to revert to their normal state. As a result, the NPC actually does more damage the further away it is from the target. An NPC carves a conical section out of an enemy ship's armor when a hit is scored, similar to a Mass Driver Cannon, but NPC damage is easily identifiable as the conic section is perfectly formed and smooth.

The damage and range of the NPC is defined by the power requirements of the gun. After a certain distance, the neutrons are moving too slowly to damage the target. Higher velocity, which requires more power, provides more damage at equal ranges.

Mass Driver Cannons

A Mass Driver Cannon, or MDC, fires a projectile at a target. Like the ancient cannon that was its forefather, the MDC relies on the speed and mass of the projectile to damage the target. MDCs come in a wide variety of styles, but all are rated by the mass of their projectile. Muzzle speed of MDCs remains roughly constant, so greater damage can only be provided by larger projectiles. Unfortunately, the larger the projectile the larger the power required to hurl the projectile toward the enemy.

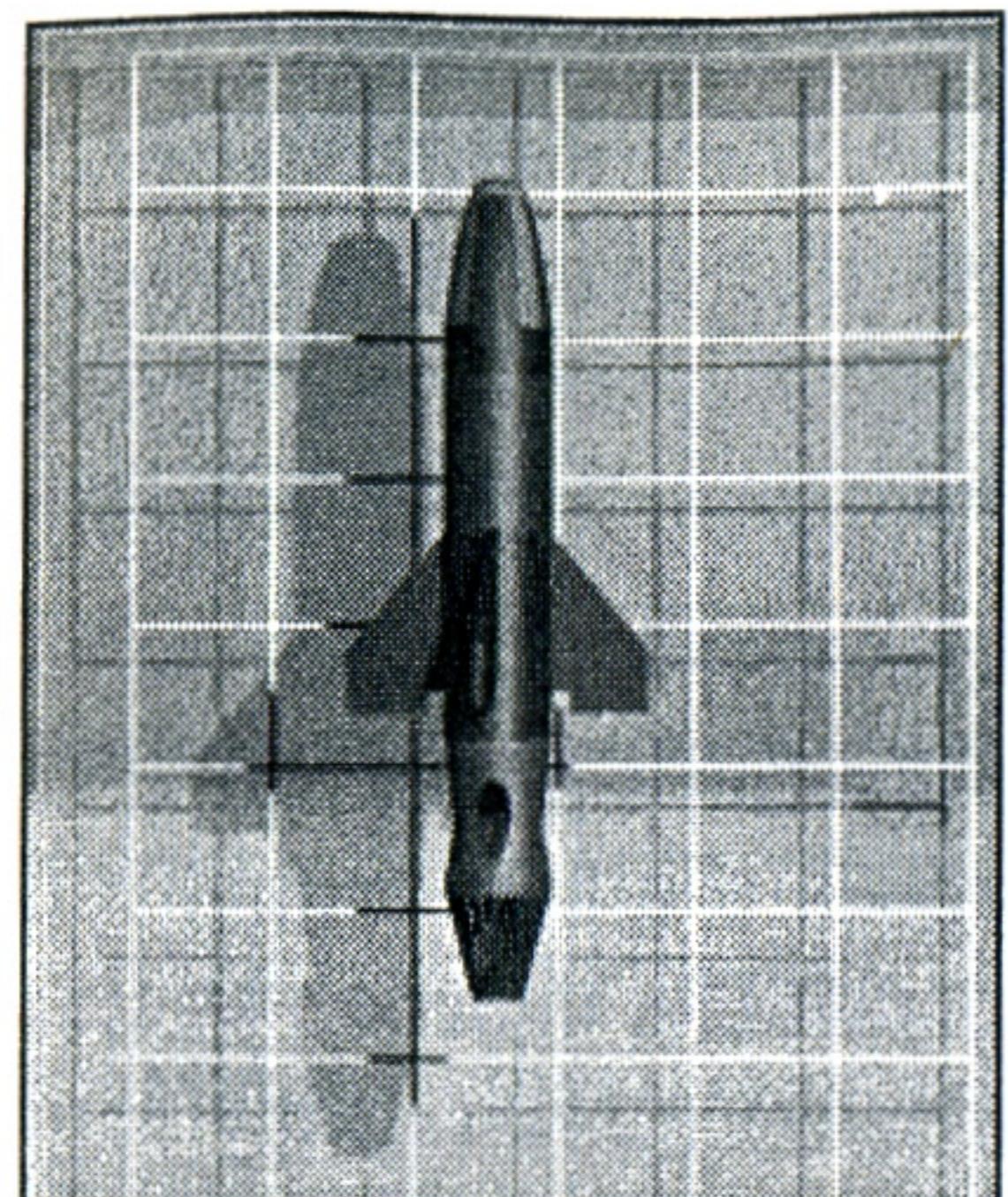
Missiles

Missiles are a vital part of space combat. TOG tactics are, to a large extent, based on the capabilities of missiles and their ability to damage a small area of a target's armor. Excellent at softening up a target, missiles can also be used to deliver a final strike on a wounded ship.

Missiles provide strategic flexibility as different types can be loaded for different missions. Missiles are always mounted on hard points, where links to the ship's targeting computers are located. Depending on the type and length of a particular mission, missile loads can be altered or mixed. The main drawbacks to missiles are their single-strike capability and the vast array of countermeasures.

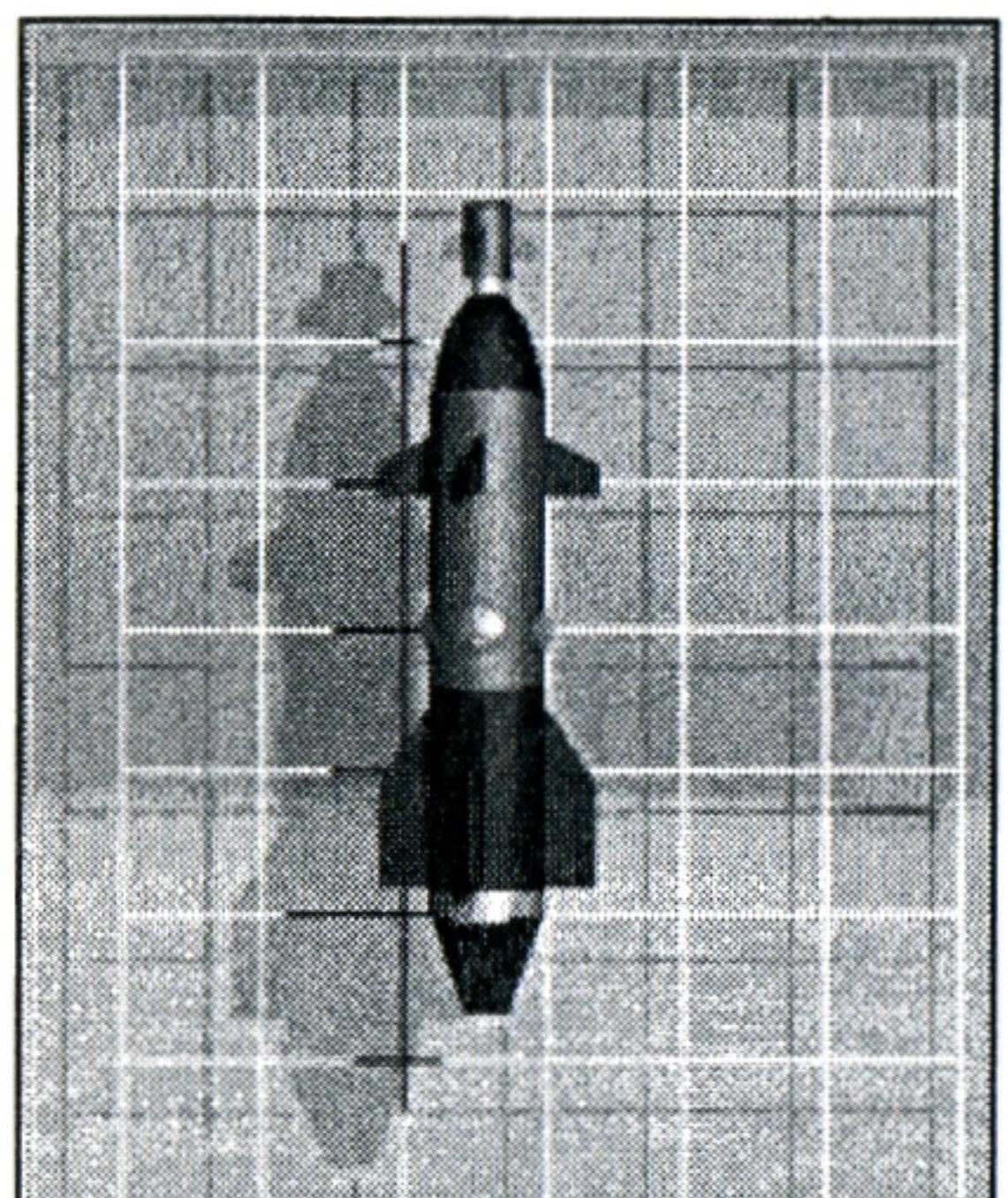
Missiles are identified by their internal guidance systems. In most cases the size of the guidance system determines the explosive power of the missile, as missiles tend to be the same size. The larger the guidance system, the less room for explosives. If a guidance system loses its target, or lacks the propellant to reach the target, it typically self-destructs, thereby not endangering friendly ships.

Radiation Intensity Seeking Missile



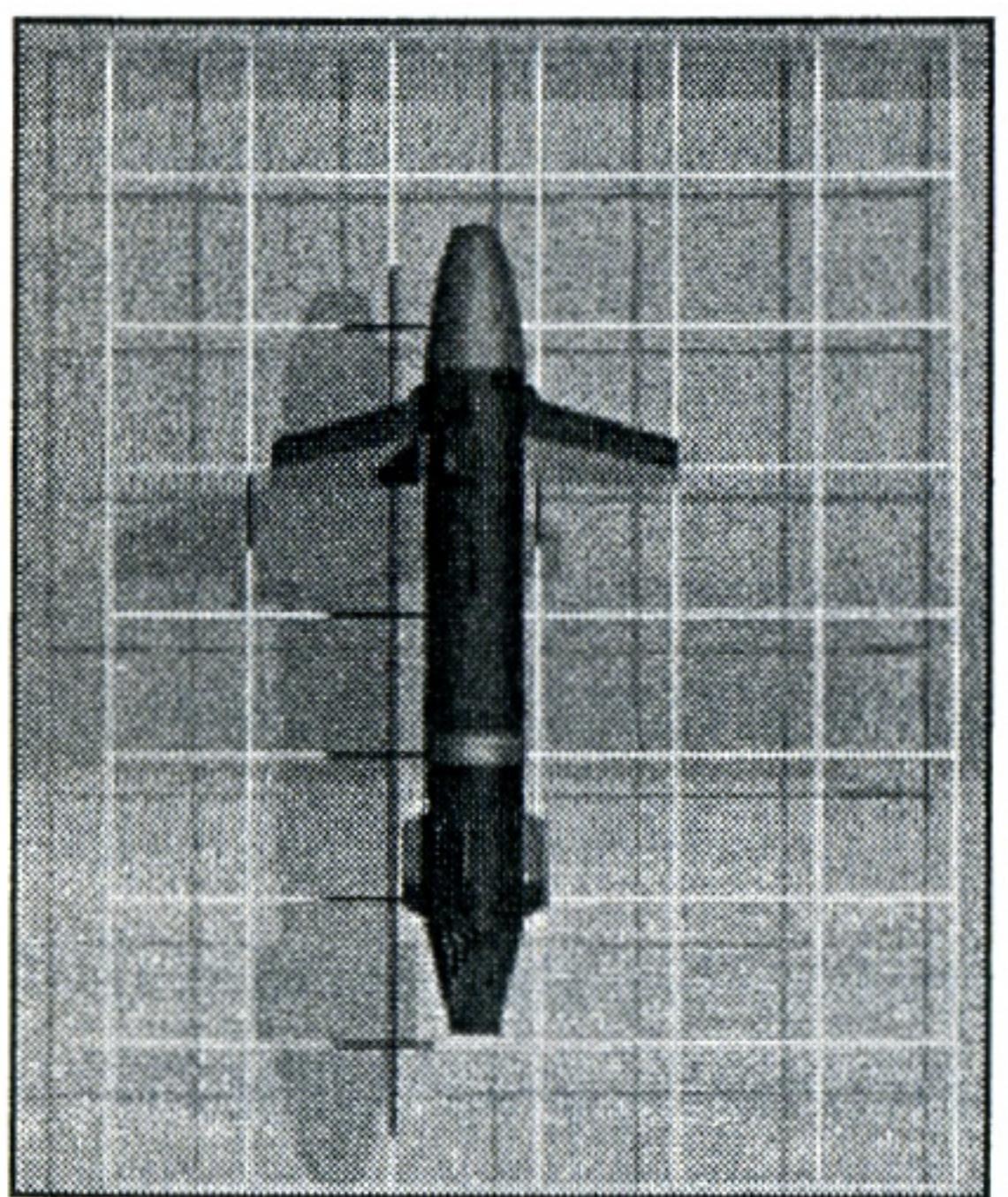
The Radiation Intensity Seeking Missile, or RIS, tracks by following the radiation signature of a target. Although modern ships are protected, the engine ports of all ships remain a "hot" target for RIS missiles. Of all missiles, RIS missiles have the smallest guidance system and the most room for explosives. Fortunately, RIS missiles can be evaded fairly easily by swinging the stern of the ship away from the incoming missile.

Scanner Silhouette Seeking Missile

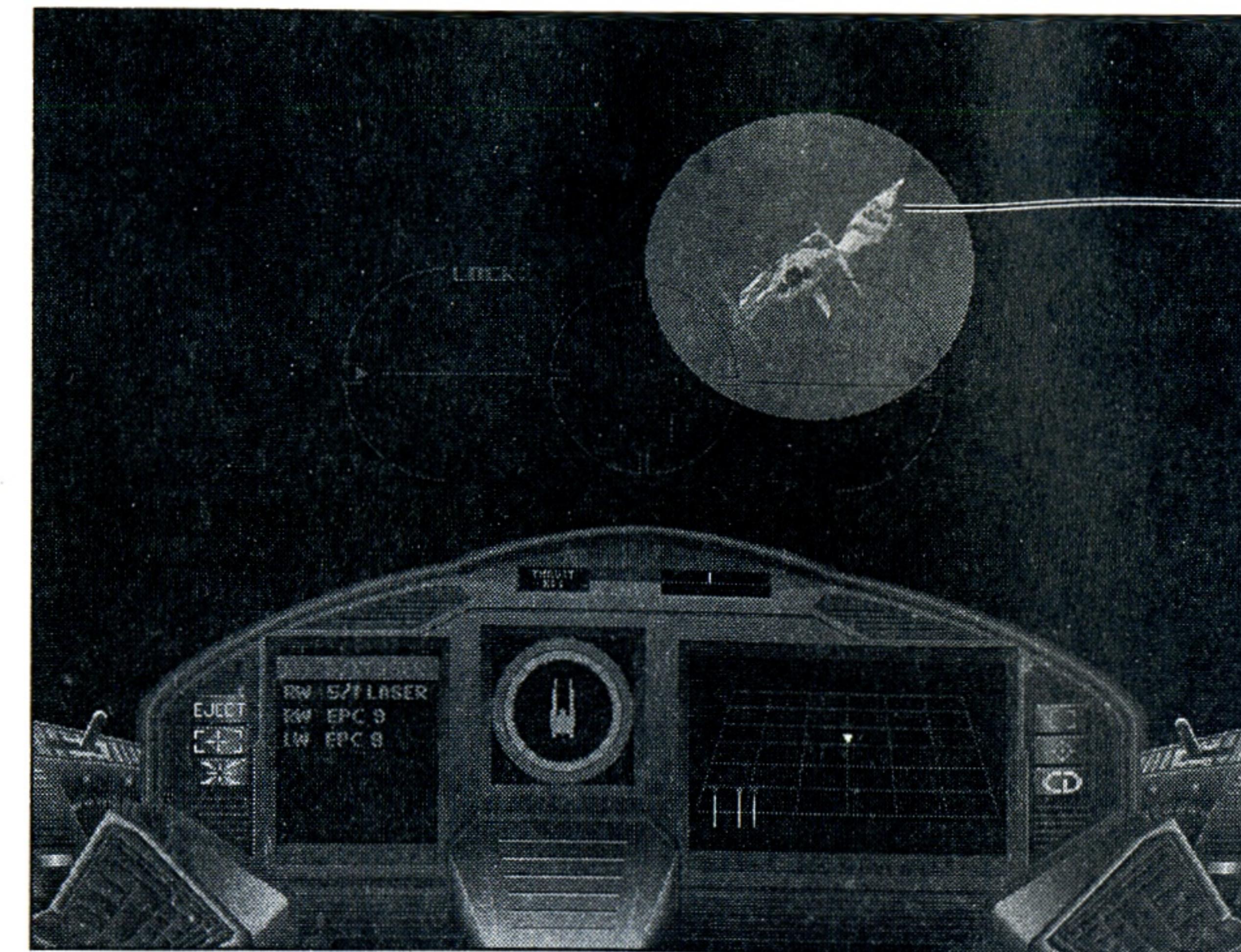


The Scanner Silhouette Seeking Missile, or SSS, scans the target vessel before launch and builds a three-dimensional model, or silhouette, of the target. As the missile approaches the target it constantly scans every object in the area and compares them to the silhouette. Course corrections are made as necessary until the missile reaches the target. Current versions of the SSS are good enough to tell the difference between different variations of the same ship, making them very difficult to evade.

Transponder Guided Missile



The Transponder Guided Missile, or TGM, locks on to the transponder signal of the target ship. The transponder signal is used by friendly vessels to determine whether the ship is a friend or foe and is normally set prior to the start of the mission. TGMs are unique as they do not normally have a target prior to launch. TGMs are dropped first, then look for a target that does not broadcast a friendly transponder signal. If the first signal is lost, a TGM will continue to look for another signal until it runs out of fuel. TGMs are the hardest missiles to shake; however, because of their large guidance systems, they pack the smallest warheads.



SHIELD
STOPPING
INCOMING
FIRE

Shields

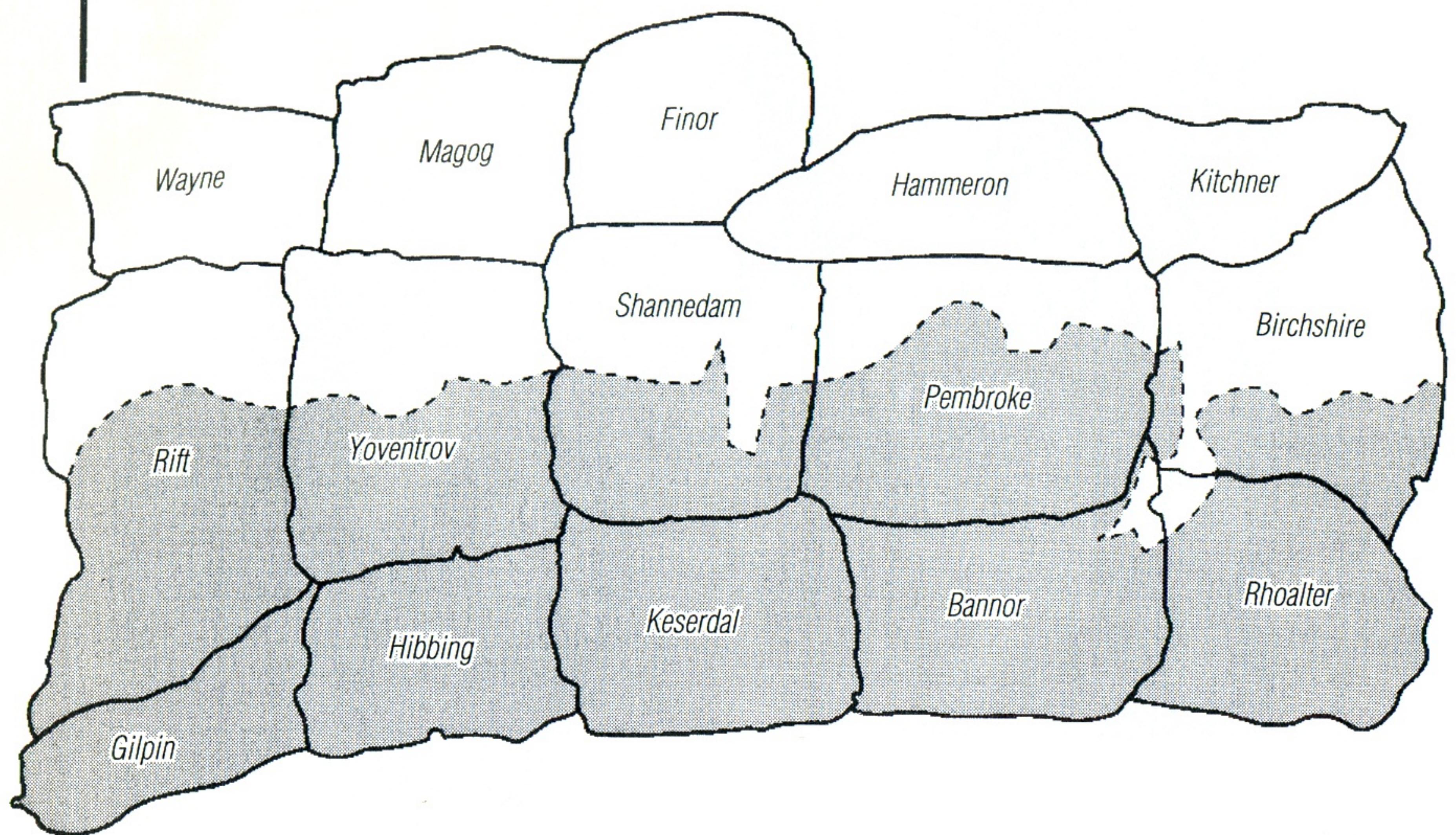
Shields provide primary defensive fields for Interceptors that serve as a first line of defense. If a shot gets past the shields, the fighter's armor is exposed to damage.

Shields work on the principle of pressure-gravity. Anti-gravity fields surround the ship within two or three centimeters of the hull. This field deflects incoming projectiles or causes them to detonate prematurely. Unfortunately, a shield draws increasingly large amounts of power the longer the shield remains on. To counter the excessive demand for power, scientists developed flicker shields, which turn on and off at a high rate of speed. With the flicker shield, the power requirements are low enough to mount the device on an Interceptor or grav tank.

When a flicker shield is on, only the largest caliber weapons can penetrate it. Projectiles with sufficient mass, or a beam with sufficient energy, can overpower the flicker shield and strike the armor beneath. Unfortunately, when the flicker shield is on, nothing can fire out. Because of this, Interceptor weapons must be calibrated to fire when the flicker is off.

Flicker shields are rated by the number of cycles per minute. In combat a flicker rate of 70 is considered 50% effective at stopping all incoming fire. Although there is no limit to the maximum flicker rate, there are two important practical limits. First, the larger the flicker rate the larger the power requirements; the power plant required to power a flicker rate over 100 could not be mounted on a small ship like an Interceptor. Secondly, no matter what the flicker rate, scientists discovered around 10% of all shots get past the shield. This makes larger flicker shields impractical.

★ Shannedam County



Front Line Counties in the Alaric Theater

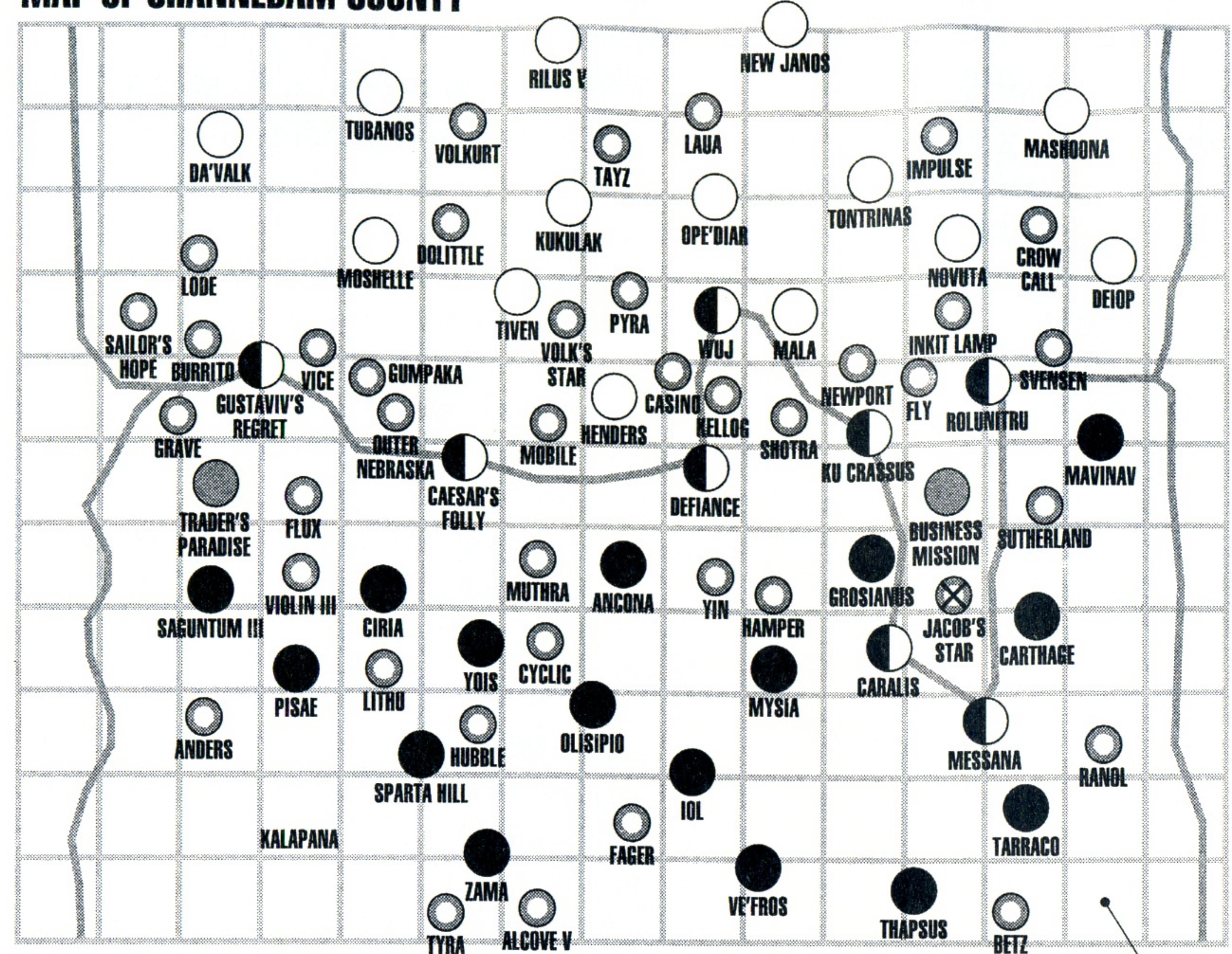
OVERVIEW

Shannedam County is the governmental seat of the Alaric March Grand Dukedom, the most embattled Grand Dukedom of the Commonwealth. In the years since the initial TOG invasion, TOG forces have conquered eight of the twenty-one Grand Dukedoms. Given the deployment of the Commonwealth Armed Forces and the strength of the Renegade Legion, Alaric remains the best hope for turning the tide and defeating the TOG invaders before they reach the lightly defended dukedoms beyond Alaric. The TOG has made a broad advance across the county. With several strong points and a wide array of defenses, the line of the TOG advance is anything but even. In several areas the Commonwealth has almost managed to flank the TOG attackers and in several areas the TOG has entire Commonwealth systems surrounded.

Alaric is made up of fifteen counties. Seven counties, including Shannedam, are currently under attack. Three counties have been captured and five remain in Commonwealth control. Resistance across the dukedom has been fierce, but, the vast military might of the invaders makes resistance seem more and more futile each day. If the political and cultural center of the dukedom, Shannedam, is captured, military analysts feel the rest of the dukedom will surely follow.

Eight planets of the county are currently being contested. Sixteen major systems and a host of minor systems have already fallen. Even the county capital, Defiance, is under attack. The situation is beyond serious. If Shannedam County falls, the Alaric Grand Dukedom falls and if the dukedom falls, there is very little left between the TOG and complete domination of the Commonwealth.

MAP OF SHANNEDAM COUNTY



KEY:

○ PLANET OF THE COMMONWEALTH

● PLANET OF TOG

● CONTESTED PLANET

● NEUTRAL PLANET (FREE TRADE)

○ MINOR SYSTEM PLANET

● JACOB'S STAR

MESSANA POCKET

The Messana Pocket is made up of the Ku Crassus, Caralis, Messana and Rolunitru systems. These planets, especially Caralis and Messana, have proved too difficult for the TOG to conquer easily so the inhabitants deal with a life of constant warfare. This defensive pocket is important for several reasons.

First, the pocket provides mutual protection for the embattled systems. If any one of the four planets making up the system were to fall, the other three would likely fall to the invaders in quick succession. Caralis and Messana are especially important as they reach the furthest into the TOG lines. If they can be swept of TOG forces, the Commonwealth could use either system as a staging area to launch a counterattack.

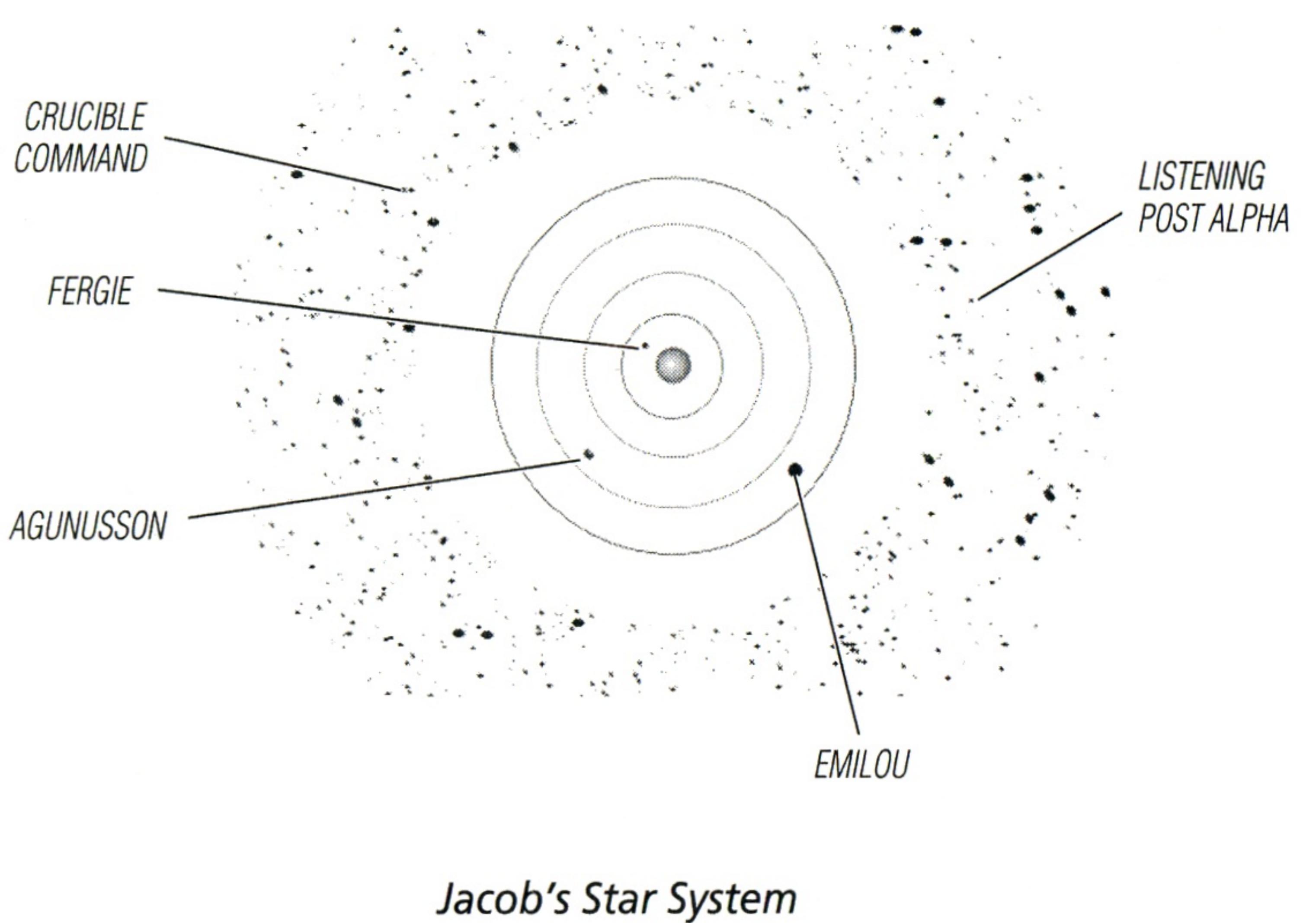
Second, the systems have managed to remain free for so long that many of the inhabitants of Shannedam County have come to look upon the planets as cornerstones of their defense. Likewise, the TOG has been severely beaten in these systems and are beginning to consider if they are worth the time and effort it is taking to conquer them. If the planets should fall, the emotional impact would be severe.

Third, and finally, the systems of Messana and Rolunitru are resource rich. Not only do they have mineral resources, but both systems have gennium-arsenic ore and Crystal Gardens for their refinement. The loss of these raw materials

and production centers would not only represent a severe blow to the war effort, but the materials would then be used by the TOG to further strengthen their grip on the dukedom.

If Shannedam County is to survive, the Messana Pocket must be held. It is too vital a military, economic, and emotional section of the county to lose.

JACOB'S STAR



Jacob's Star System

The white dwarf named Jacob's Star provides only 1/5 of the luminosity of mankind's home sun, Sol. The small star is surrounded by three planets, two small moons, and an extensive asteroid belt. Fergie, Agunusson, and Emilou maintain fairly constant orbits around Jacob's Star. Emilou is by far the largest and is itself surrounded by two major moons, Junipur and Mashi, and six smaller moons. The Edison Asteroid Belt is the feature furthest from the sun — the remains of what was the system's fourth planet and contains three medium-sized planetoids.

Located in the Messana Pocket midway between Messana and the neutral system of Business Mission, Jacob's Star is a vital system used to supply both Messana and Caralis. As Jacob's Star is so close to the TOG front lines, it is always garrisoned by combat-ready troops. Because the system is not large enough to support and maintain an independent legion, the troops garrisoned there must be rotated in and out of the system.

The heart of the system's defense is Crucible Command. This military base is built into one of the three planetoids floating in the system's asteroid belt. Crucible Command can support an entire Interceptor wing, three hundred and sixty ships, twelve patrol class ships, and all their crews. In addition, the base is well defended with two hundred 37.5/5 lasers — among the most powerful and far-reaching lasers currently in production. Numerous anti-Interceptor turrets dot the station, providing even more defense. In all, the base is well defended from most attacks, yet as a base it is still vulnerable to

attack by a capital ship, especially a cruiser or battleship. Therefore, for additional protection, Crucible Command has been moved deep into the asteroid belt. Although the slow-moving bodies provide little defense against larger capital ships, the asteroids provide additional protection against Interceptors, patrol craft, and destroyers.

Crucible Command is currently the home of the 30425th Renegade Legion Interceptor Wing. Organized into sixty squadrons, the 30425th is a veteran unit with an excellent combat record. Members of the 30425th are normally stationed directly on Crucible Command and fly their missions out of that base, but there are several other bases scattered throughout the system which must also be manned. These "listening posts", as they are called, are normally manned by a single squadron of Interceptors with minimal flight support. A duty station on a listening post can last as little as one week or as long as three months. Most pilots dread these assignments, even though they are vitally important, because the posts lack even the most basic comforts of Crucible Command. Many officers use listening post assignments as a form of punishment for troublemakers within the wing.

The 30425th is not the only military unit in the system. The capital ships of the 20433rd Light Carrier Squadron also patrol the system, keeping watch over the miners, civilians, and scientists who make Jacob's Star their home. This squadron consists of one *Hornet*, *Kruger*, *Vengeance*, and *Ajax* class destroyers. These four destroyers carry an additional twenty-five Interceptor squadrons and are backed by four additional corvettes. The mixture of Commonwealth and Renegade units is fairly common in Shannedam, and thus far the two military units have worked very well together. Although the Light Carrier Squadron and Interceptor wing would be considered small by many standards, the military units on Jacob's Star provide a good defense screen for the system and have the capability to call for reinforcements should the TOG make a concentrated attack.

* Strategy and Tactics

SYSTEM ASSAULTS

In the course of the war against the Commonwealth the situation has always been the same. The TOG arrives at the system with what they think is a vastly superior force. The Commonwealth and Renegades counter with whatever forces they have available and attempt to push the invaders out of the system before they can set up a supply route and gain a toehold. If TOG intelligence is correct, they arrive with a three-to-one or four-to-one advantage in capital ships. If the system is vital, or the Commonwealth can send more troops to battle quickly, they counter and engage the attackers. If TOG presence is too powerful, the Commonwealth attempts to evacuate as many civilians as possible and lead the military away, saving their strength to fight another day.

TOG Offensive Tactics

TOG planetary assaults are rooted in doctrine and policy. Original thinking is neither rewarded nor expected. Since TOG commanders are required to adhere to a strict battle plan, the Commonwealth can be fairly certain how the assault will be handled.

Arrival and Reconnaissance

A TOG battleship squadron emerges from T-Space on the edge of the system. If it is a major system several squadrons may arrive together. All ships are fully refitted and equipped. In most cases the squadron is expanded with the addition of a carrier ship whose class depends on the size of the system. Interceptors are launched immediately and move away from the fleet looking for the Commonwealth capital ships. This stage of the confrontation is marked by reconnaissance missions and careful searching to discover the location and strength of the enemy. Any listening posts, manned or automated, that can be discovered are destroyed to deprive the Commonwealth of information. If the Commonwealth indicates they are willing to fight for their system, the TOG moves to stage two.

Capture or Destroy Bases

In stage two, the TOG fleet moves toward the first base or planet. First the Interceptors, then the capital ships engage the base or planet in an effort to overwhelm the defenders with sheer firepower. If Commonwealth warships appear, the TOG responds with only as many ships as necessary to counter them. The primary mission remains the capture or destruction of the base or planet. Strike troops are brought into the system if a strong ground force is required. Once the base or planet is suppressed, the remaining TOG capital ships turn their attention to the next objective.

If the Commonwealth has a strong capital fleet in the system, TOG Interceptors are dispatched to hunt it down. Once the individual ships of the Commonwealth fleet are located, the TOG attempts to isolate one or two ships and destroy them with overwhelming firepower. Sending a frigate to battle a destroyer is common practice. Given the size of a planetary system, individual ships of the squadron are often required to operate in small units or alone, but both sides are always careful to keep their smaller ships out from under the guns of the cruisers or battleships.

Reinforcement and Exploitation

Once the TOG has established a toehold in the system, they move to stage three. Additional supplies and equipment are carried into the system by large freighters carrying ground troops. The initial attack is always supported by freighters assigned to replace battle losses or damaged equipment.

Despite the stellar battlefield, TOG system advances appear much like the advancement of a ground force when viewed on a system map. As a result, there is a true front with battle lines and a rear area. The circular nature of a planetary system can lead to wildly curving battle lines, but TOG doctrine calls for the use and maintenance of these procedures and plans of attack.

Commonwealth Defensive Tactics

Just as the TOG invaders have developed assault tactics, the Commonwealth has further refined defense tactics through long years of war. The approaches to battle are very different.

Where TOG units stick to doctrine, Commonwealth units improvise and adapt their plans to the current situation. Commonwealth units fight with two main goals: protect civilians, and conserve forces until they can be best used to crush the enemy. As a result, Commonwealth and Renegade units often disengage

from a fight if losses are too high. On the other hand, they may fight to the last man to protect civilians, holding the line when TOG forces would have long ago quit the field.

Detect Weakness, Strike Swiftly

When defending a system the Commonwealth looks for weaknesses in the TOG attack. Destroying TOG Interceptors is of primary importance, especially in the early stages of the battle when the TOG attempts to acquire information about the Commonwealth military. Listening posts are on guard and may even be shut down for a short period of time so they may avoid detection in the early part of the battle. Capital ships and Interceptor squadrons are then lured into ambushes to chip away at TOG strength until the Commonwealth feels they have a chance in open battle. Interceptor squadrons are sent on long raids against freighters and lightly armed patrol ships. When the TOG appears to be weakening the Commonwealth and Renegade fleets strike swiftly at TOG capital ships. Destruction is not as important as driving the invaders away or preventing them from continuing with the assault.

In such battles Interceptors always lead the way. Their primary targets are TOG Interceptors. The fighters attack as capital ships move into position to fire their laser broadsides or spinal mounts. Surviving Interceptors move on to the enemy fleet, striking capital ships with missiles and concentrated small weapons fire. In these cases, precision strikes are often of vital importance, especially if the Interceptors can destroy a communications array or damage a spinal mount weapon without having to blast through thousands of tons of armor.

MISSION TYPES

Missions are classified by their objective. In many cases a mission is further classified by the type of unit that can carry it out or the type of duty station normally assigned a specific type of mission. Once in combat, however, the only thing that a commander truly cares about is results. As units suffer combat losses, a commander may be forced to use whatever resources are available to fulfill an objective.

Missions normally last between four and six hours, only a fraction of which may be combat. The most common types of missions call for patrols or reconnaissance flights into areas that may not even be occupied by the enemy. Although these missions may be boring to a glory-seeking pilot, it is just as important for commanders to know where the enemy is as where he is not.

No matter what the mission involves, the basic requirement is to travel to a Navigational Point (Nav Point) calculated by the computer. In RENEGADE: BATTLE FOR JACOB'S STAR, the Nav Point is displayed in the cockpit on the Spatial Positioning System (SPS) as a green cross "+".

Checkout Flight

Reserved for new pilots or pilots returning to duty after a long absence, these flights are normally flown with the Squadron Leader.

Reconnaissance Flight

Pass through a designated area to take "pictures" of what the enemy is doing. In these missions, returning to base with the information is always more important than enemy kills.

System Picket

General system defense. Pilots are expected to engage and destroy all incoming enemy fighters. Picket duty is normally assigned to a corridor which must be patrolled until the squadron is relieved.

System Sweep

Engage and destroy all enemy fighters. This is similar to picket duty except when enemy Interceptors are known to be in the area. Sweeps are normally fought close to the enemy fleet and are therefore considered among the most dangerous.

System Intercept

Seek, engage, and destroy all incoming enemy fighters. This is also similar to picket duty, but the enemy has already been spotted and may be close to completing a mission of their own.

System Defense

Defenders simply attempt to defend their military bases from a successful TOG assault until reinforcements can arrive.

Pilot Rescue

Call for the squadron to pick up a floating Commonwealth or Renegade pilot and return him to base.

Pilot Capture

Similar to Pilot Rescue, with the difference being that a TOG pilot beacon has been discovered. Most pilots allow themselves to be captured rather than die in space.

Fighter Bounce

Engage and destroy enemy fighters. Bounce missions are pilot favorites as the target is normally returning from combat and usually damaged.

Fleet Picket

Similar to System Picket, with the exception that the squadron is required to range ahead of a group of capital ships as they sweep an area. Interceptor squadrons attempt to shield the fleet from attacks by enemy Interceptors.

Fleet Strike

Called during an attack on a TOG fleet. Commonwealth and Renegade Interceptors attack the TOG fighter screen as the capital ships move into position. As the Commonwealth attacks, these engagements tend to occur very close to TOG heavy weapons.

Freighter Escort

Call for the squadron to escort a freighter against Interceptor squadrons while it maneuvers into or out of T-Space.

Freighter Intercept

Maneuver toward a TOG freighter and destroy it before it can deliver its supplies to the invaders. TOG freighters are heavily defended by Interceptor squadrons.

Base Defense

The final action of a successful TOG assault. Remaining defenders attempt to inflict as much damage on the soon-to-be-victorious TOG. The defender is limited to the space very near their own base.

*** Reference Guide and Game Mechanics****CREATING A PILOT**

From the main menu you may choose from the following options:

Start New Game

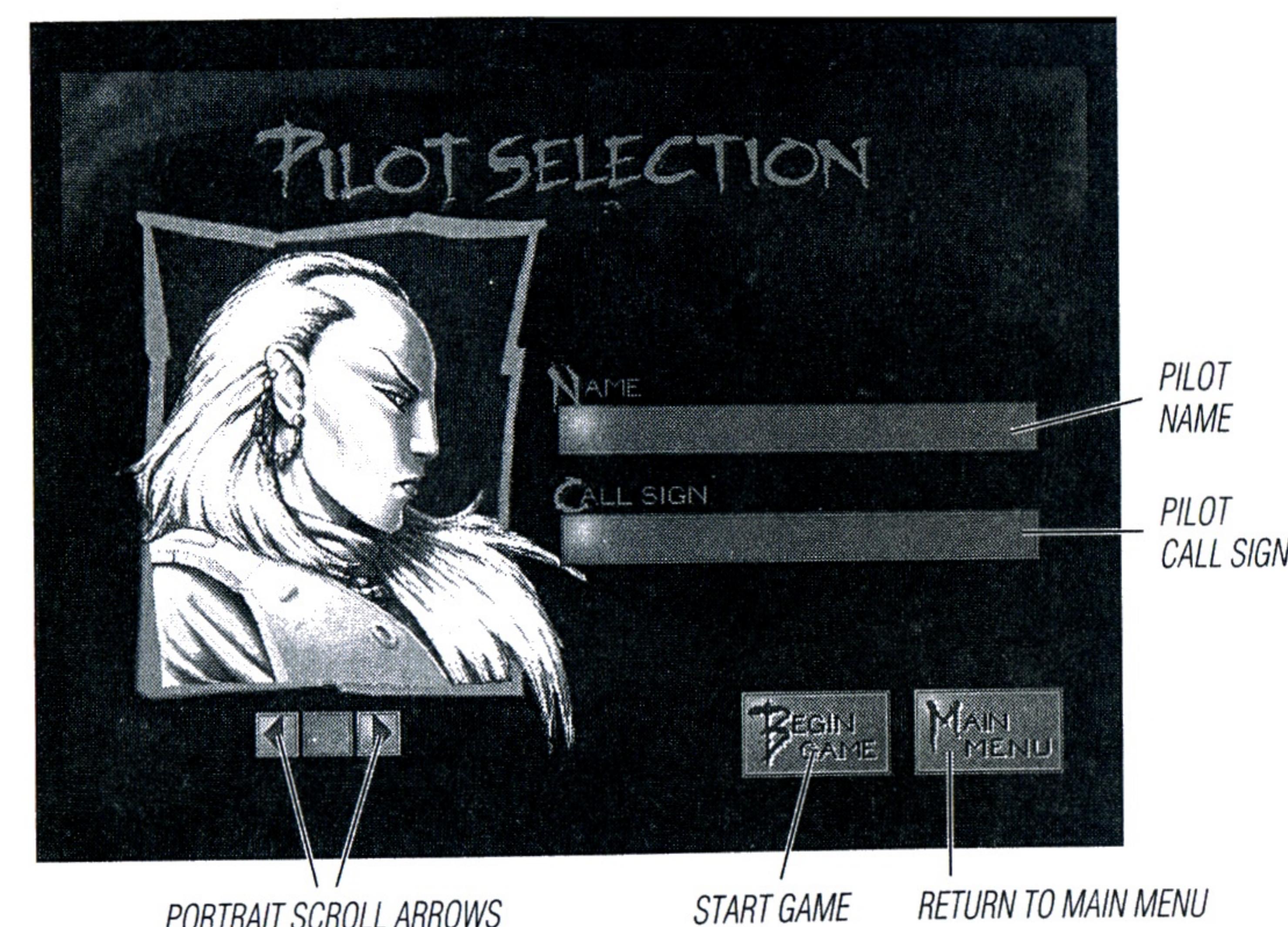
Load Saved Game

Enter Holo-Space

Run Introduction

Options

Exit to DOS

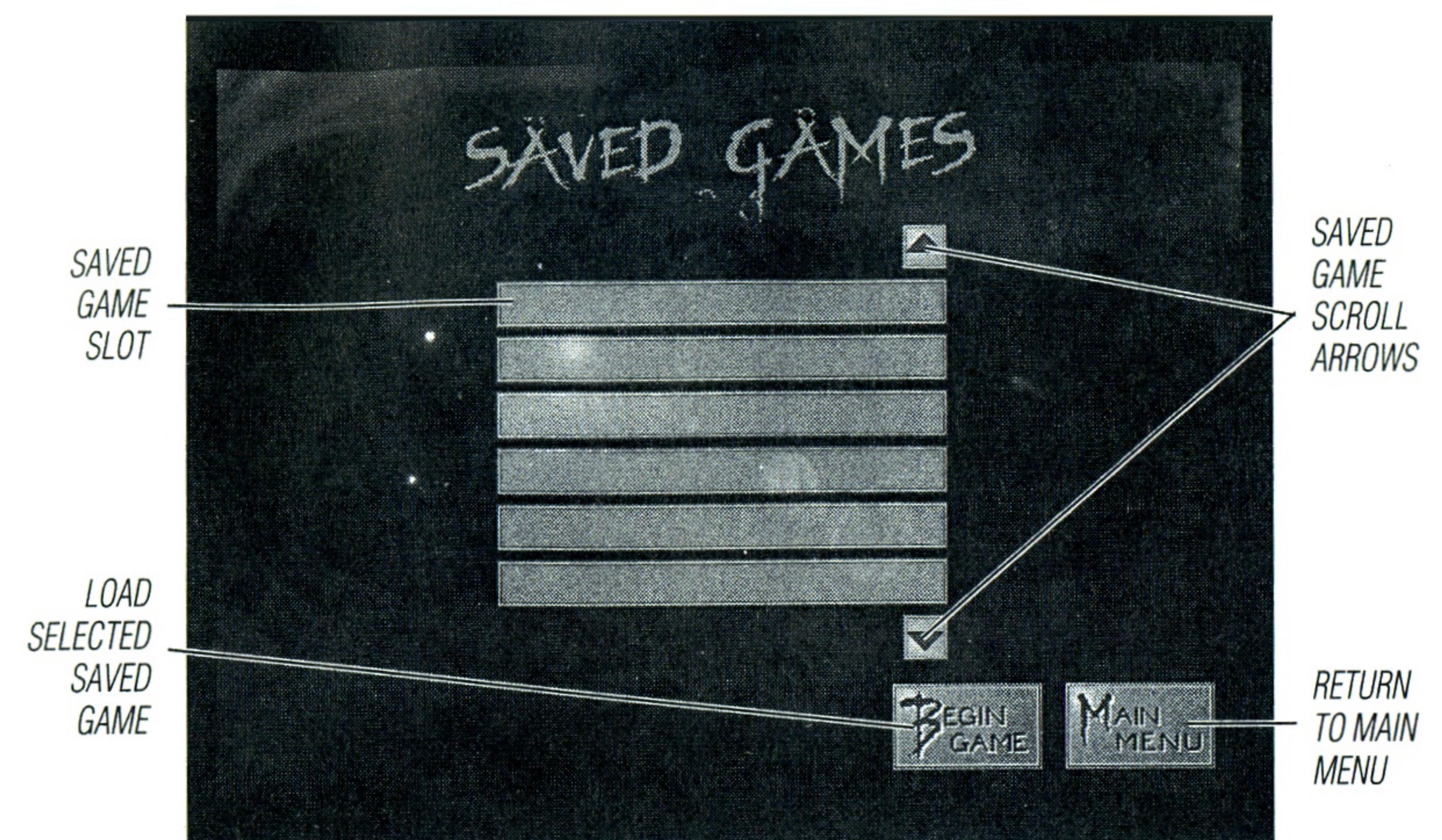


* Pilot Registration Screen *

If you do not have a pilot or wish to start a new campaign your character must be registered. Select Start New Game from the Main Menu to enter Pilot Registration. Cycle through the available pilot portraits by clicking on either of the arrows. Enter the name you prefer and give your character a call sign in the area provided. Once you have chosen a portrait and entered a name and call sign, click on Begin Game to start a new game.

Clicking on Main Menu cancels all entries and returns to the Main Menu screen.

LOADING SAVED GAMES

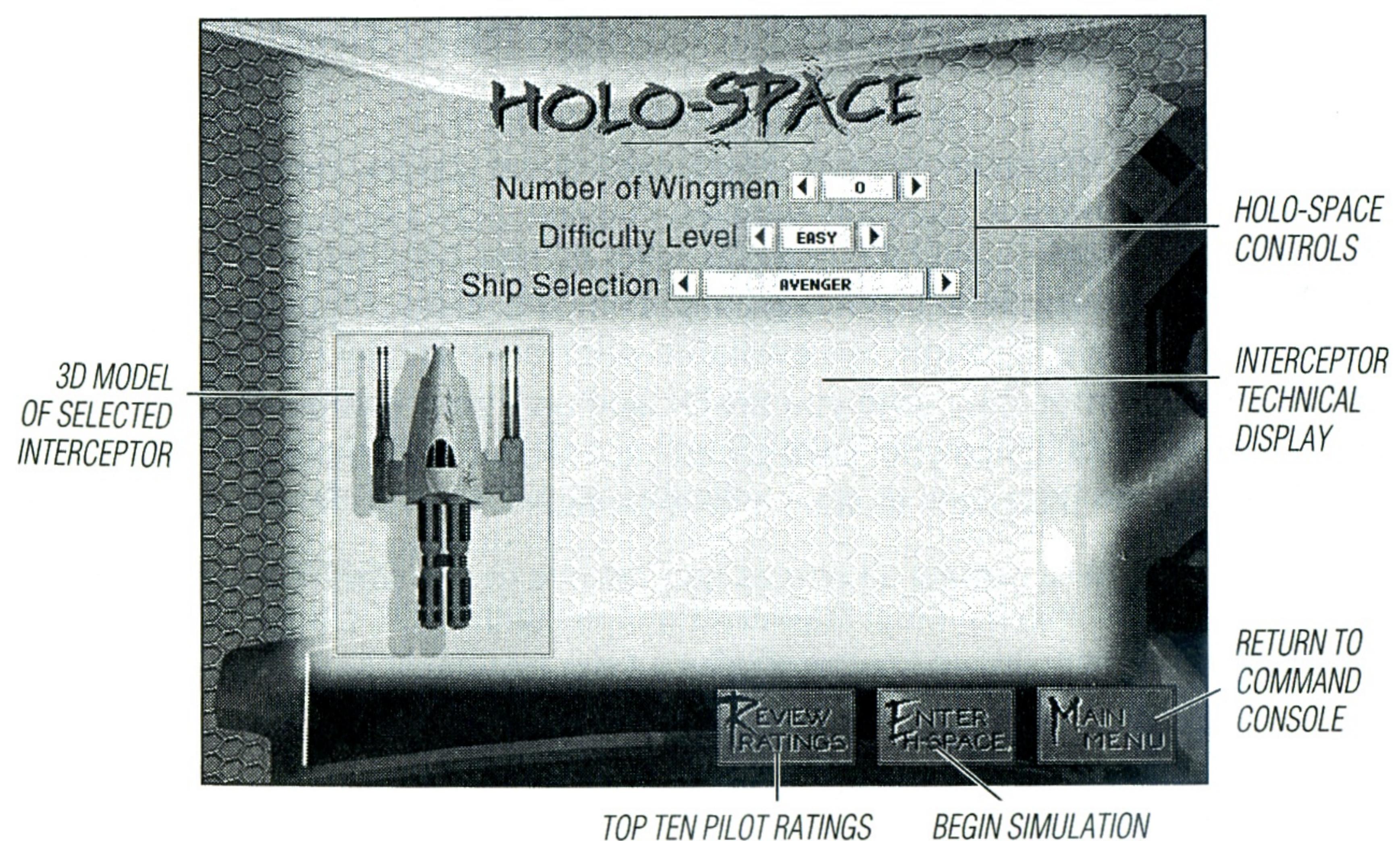


* Load Saved Game Screen *

To continue a campaign, select Load Saved Game from the Main Menu. To select the campaign you wish to continue, click on the appropriate pilot call sign from the list and then click on Begin Game. If you have additional pilots not shown, you may cycle through them by clicking on either of the arrows.

Clicking on Main Menu cancels any selections and returns to the Main Menu.

HOLO-SPACE (H-SPACE)



* H-Space Simulator Screen *

Holo-Space is a realm of holographic images that provides a simple simulator so that the pilots of Listening Post Alpha can become familiar with the latest Interceptors available. H-Space has become an arena where pilots can compete against wave after wave of enemy TOG Interceptors. Select Enter H-Space from the Main Menu to enter the Holo-Space simulator. The H-Space console is similar to most station's command consoles but limits the pilot's access to the database of friendly and enemy Interceptors. The pilot can control the following H-Space parameters:

Number of Wingmen

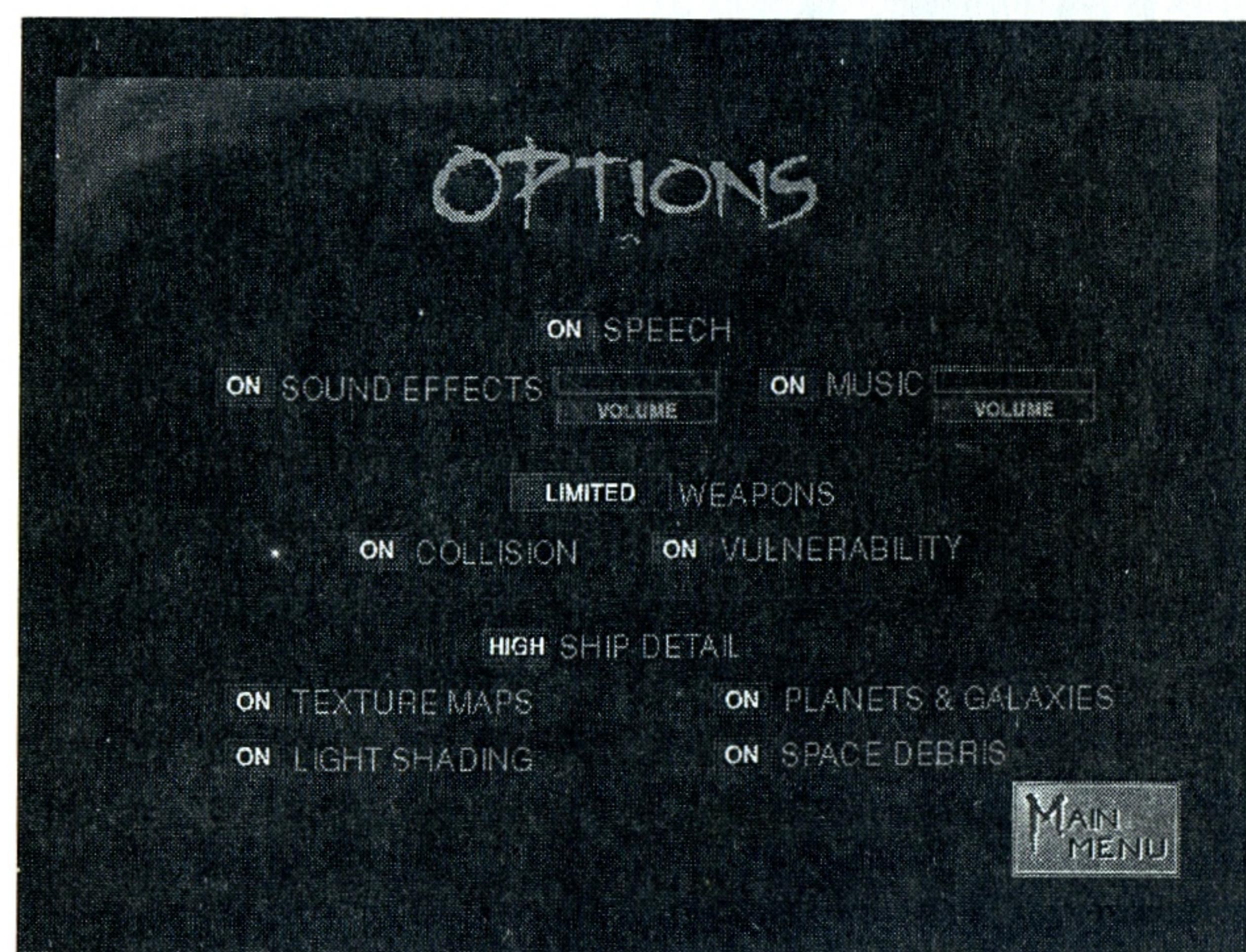
Difficulty Level

Ship Selection

After entering the appropriate parameters, click on Enter H-Space to begin the simulation. Clicking on Main Menu cancels any selections and returns you to the Main Menu.

The computer throws wave after wave of randomly determined TOG Interceptors at the pilot until the pilot's Interceptor is destroyed. The computer tracks the number of kills, the waves a pilot survives, and maintains a list of the top ten pilots. This list can be reviewed by clicking on Review Ratings.

OPTIONS



* Options Screen *

Clicking on Options from the Main Menu brings up the Options Menu.

Speech On/Off allows you to toggle speech on and off.

Sound Effects On/Off allows you to toggle sound effects on and off.

Sound Effects Volume is a slide bar you can adjust to control the volume of the sound effects. Clicking on the left arrow lowers the volume and clicking on the right arrow raises the volume of the sound effects.

Music On/Off allows you to toggle music on and off.

Music Volume is a slide bar you can adjust to control the volume of the music. Clicking on the left arrow lowers the volume and clicking on the right arrow raises the volume of the music.

Limited/Unlimited Weapons allows you to choose between limited and unlimited weapons. Limited weapons require a recharge time before they can be fired again. This recharge time is dependent on the weapon type. Unlimited weapons eliminate recharge time and allows weapons to be fired as often as desired. Setting this option to unlimited also gives your pilot an infinite number of missiles if the Interceptor is equipped with hard points.

Note: Flying a mission with this option set to Unlimited Weapons suspends the campaign. You are unable to proceed beyond the current mission until you complete it with the option set to Limited weapons.

Collision On/Off allows you to toggle collision detection on and off. While collision detection is off your Interceptor cannot be damaged by colliding with another Interceptor.

Note: Flying a mission with this option set to Collision off suspends the campaign. You are unable to proceed beyond the current mission until you complete it with Collision detection on.

Vulnerability On/Off allows you to toggle vulnerability on and off. While the vulnerability option is off your Interceptor cannot be damaged by the weapon systems of other Interceptors.

Note: Flying a mission with this option set to Vulnerability off suspends the campaign. You are unable to proceed beyond the current mission until you complete it with Vulnerability on.

Ship Detail High/Low allows you to toggle the level of detail on the polygon ships. Low detail gives you a simpler version of the polygon ships and increases game speed. Texture mapping and light shading, however, are not available and are disabled. High detail shows a more complex version of the polygon ships. Texture mapping or light shading are available as additional options in the high detail mode.

Note: Texture mapping and light shading cannot both be chosen for the High detail versions of the polygon ships.

Texture Maps On/Off allows you to toggle the texture maps on and off. Setting texture maps on places highly detailed markings and effects on the polygon ships. Setting texture maps on automatically sets the light shading option off. Setting texture maps off may increase game speed.

Light Shading On/Off allows you to toggle Gauraud Light Shading effects on and off. Setting light shading on creates more realistic looking lighting effects on the polygon ships. Setting Light Shading on automatically sets the texture maps option off.

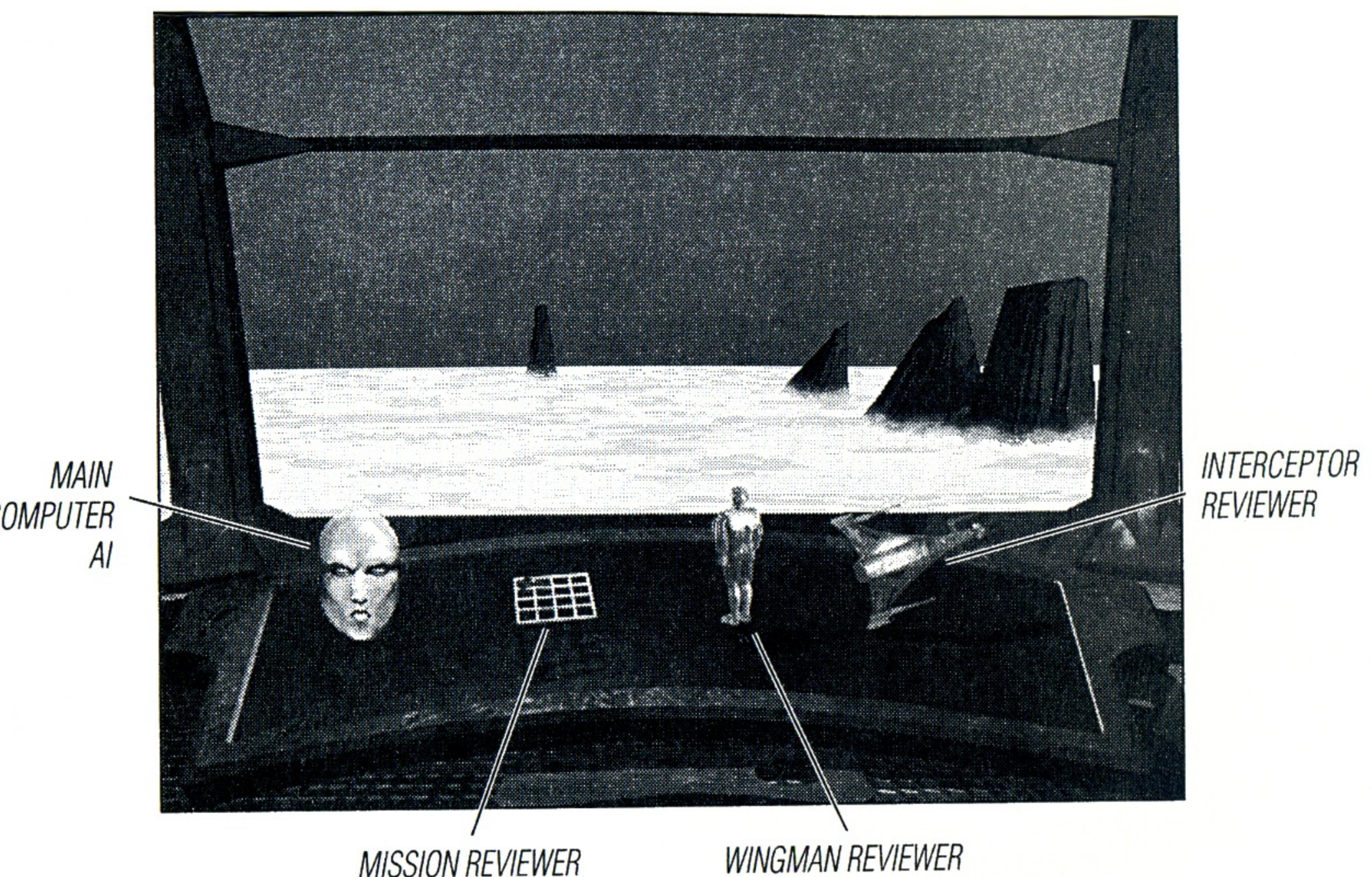
Note: Setting both Texture Maps off and Light Shading off may increase the game speed.

Planets and Galaxies On/Off allows you to toggle planets and galaxies on and off. Setting Planets and Galaxies off can increase game speed.

Asteroids and Debris On/Off allows you to toggle asteroids and debris on and off. Setting Asteroids and Debris off can increase game speed.

Clicking on Main Menu saves your preferences and returns you to the Main Menu.

COMMAND CONSOLE



* Command Console Screen *

The Command Console is the primary control screen for *RENEGADE: BATTLE FOR JACOB'S STAR*. In addition to providing a view of the terrain immediately surrounding the outpost, the Command Console allows the squadron commander to navigate into the different computer areas used to control overall strategy. The Command Console is the nerve center of the Renegade Legion base. All operations and communications can be accessed and operated through this console. As commander, your character is directly responsible for operating the console and coordinating all operations and communications. The holographic icons on the console represent quick access to vital portions of the base operations. To activate an icon, move the mouse cursor over it and left-click.

Main Computer AI represents access to the main computer Artificial Intelligence and communications, both internal and external. The eyes of the head flash different colors depending on the incoming information.

Mission Reviewer represents access to the Mission Review System. This system allows your character to review any of the last ten missions flown. The missions are automatically recorded during flight. Your pilot has the ability to enter and repeat the last mission flown.

Wingman Review represents the Wingman Review System. Accessing this system allows your character to review the records of the pilots in the squadron.

Interceptor Review represents the Interceptor Review System. Accessing this system allows the character to review the current status and relative performance of the Interceptors available at the base.

Main Computer AI

The Main Computer AI is used to begin the current mission as well as communicate with Crucible Command. If Crucible Command orders a mission, the eyes of the Main Computer AI flash red. If there is a message or information on the status of the invasion, the eyes flash green.

When the eyes flash green, accessing this system brings up the Comm screen. This screen contains a TOG Status Report (TOGSR) from Crucible Command which updates the squadron commander on the status of the battle for Jacob's Star. Once your character has read the report click on Acknowledge to confirm receipt of the report. At this point, all previous reports become available for review. To access an individual report, click on the TOGSR access arrows. Action points in the reports are accessed by clicking on the point of interest on the map.

When the eyes flash red, accessing this system brings up the Mission Briefing screen with a description of the goals for the currently assigned mission. Once the squadron commander has read the mission and understands the objective, click on Acknowledge to confirm receipt of the orders from Crucible Command.

Select Wingmen

Once the orders are acknowledged, your character may select wingmen for the mission. The Wingman Selection screen appears with recommendations on the appropriate number of wingmen for the mission and suggestions about who should fly. Flying missions causes fatigue, which makes wingmen less effective in future missions, so choose the wingmen carefully. The commander may accept the recommendations or may make personalized selections. Use the arrow keys to scroll though the available pilots. Click on Notify to tell the specified pilot to prepare for the mission. If the pilot feels he/she is unfit for combat due to fatigue or injury, the pilot will protest. The commander may still order that pilot to fly the mission by clicking Force Mission, or if the commander agrees with the pilot, then click on Choose New Pilot to select a different pilot. Clicking on Exit completes the wingman selection.

The commander may notify up to five pilots, assuming there are still five active wingmen available. During a mission all wingmen will attempt to return to the squadron commander's general location and fly in formation when not engaged in combat. Once all wingmen are selected, click on Exit to proceed to the next step — selection of the Interceptor your character wishes to fly in the mission.

Select Interceptor

The next selection screen is the Interceptor Selection screen. This allows the commander to select the type of Interceptor to fly on the mission. The commander may fly the recommended Interceptor or may select any other that is available. Different missions require different Interceptors, so the heaviest armed or best armored is not always the right Interceptor for the mission. Use the left and right arrows to display other available Interceptors. To select the currently displayed Interceptor, click Notify to tell the mechanics to get the appropriate fighter ready. If the mechanic feels the Interceptor is not flight ready due to battle damage, he will protest. The commander can order him to prepare the Interceptor by clicking Force Mission or, if the commander agrees, click on Choose New Ship to select another. Click on Exit to end Interceptor selection.

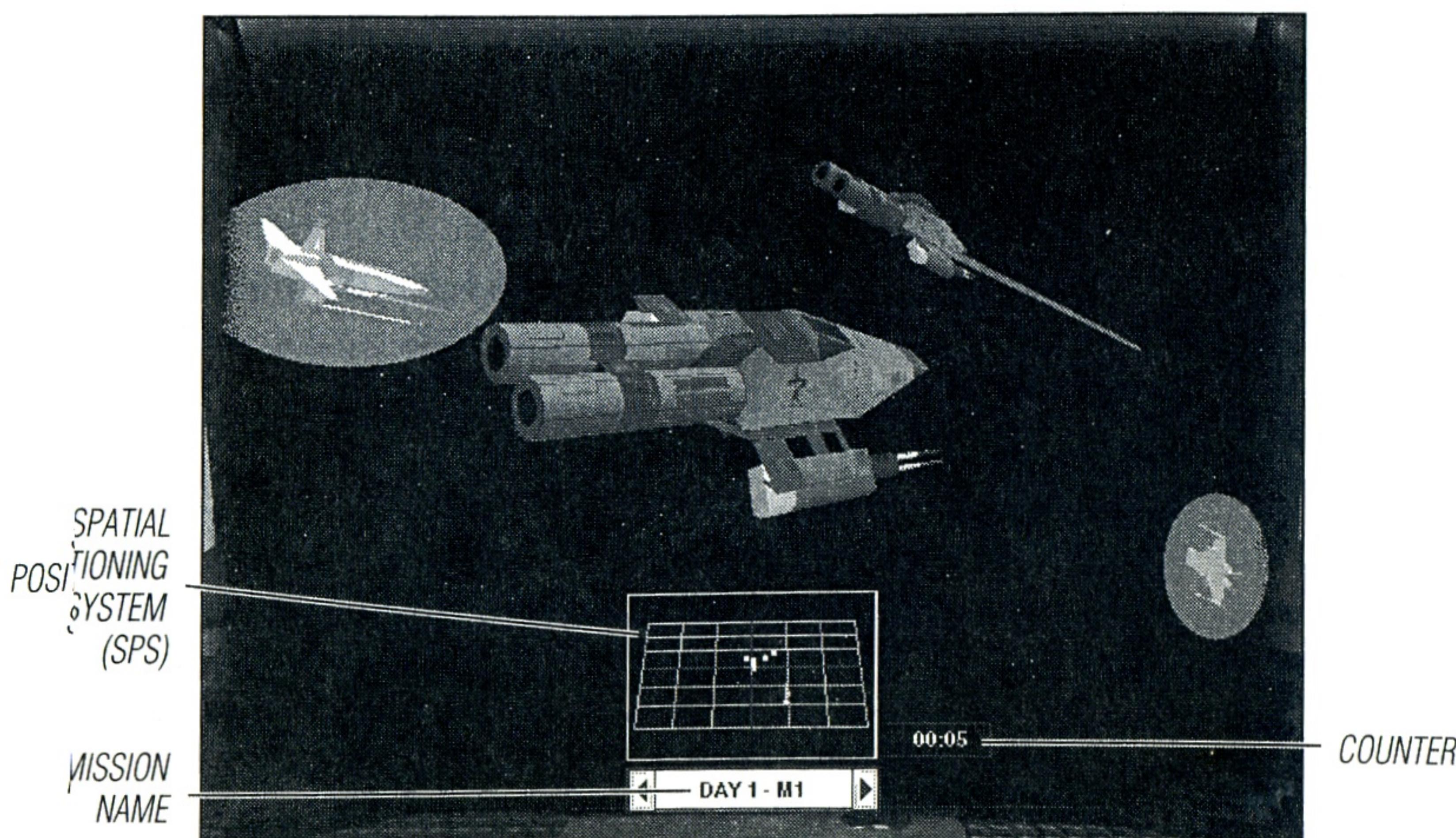
Hard Points (Missile Selection)

If the Interceptor selected has any hard point (missile) launchers, the Missile Selection screen appears. Your character may select any one of the three missile types available. To select a missile, click on Notify to inform the mechanics to arm the Interceptor with that missile. If the Interceptor has more than one hard point, your character may select more than one type of missile to arm the Interceptor with by clicking on the arrows and clicking on Notify for each missile your character wishes to have. Click on Exit to end missile selection.

Mission Confirmation

Once your character has chosen the wingmen, Interceptor, and missiles (if any) the Mission Confirmation screen appears. Wingmen select their own Interceptors and are listed by his/her name. If your character is happy with the results of the selection, click on Begin Mission to enter and begin the mission in the cockpit the Interceptor selected. If your character is unhappy with the selections, click Revise to select different wingmen and/or Interceptor.

Mission Review System



* Mission Review System *

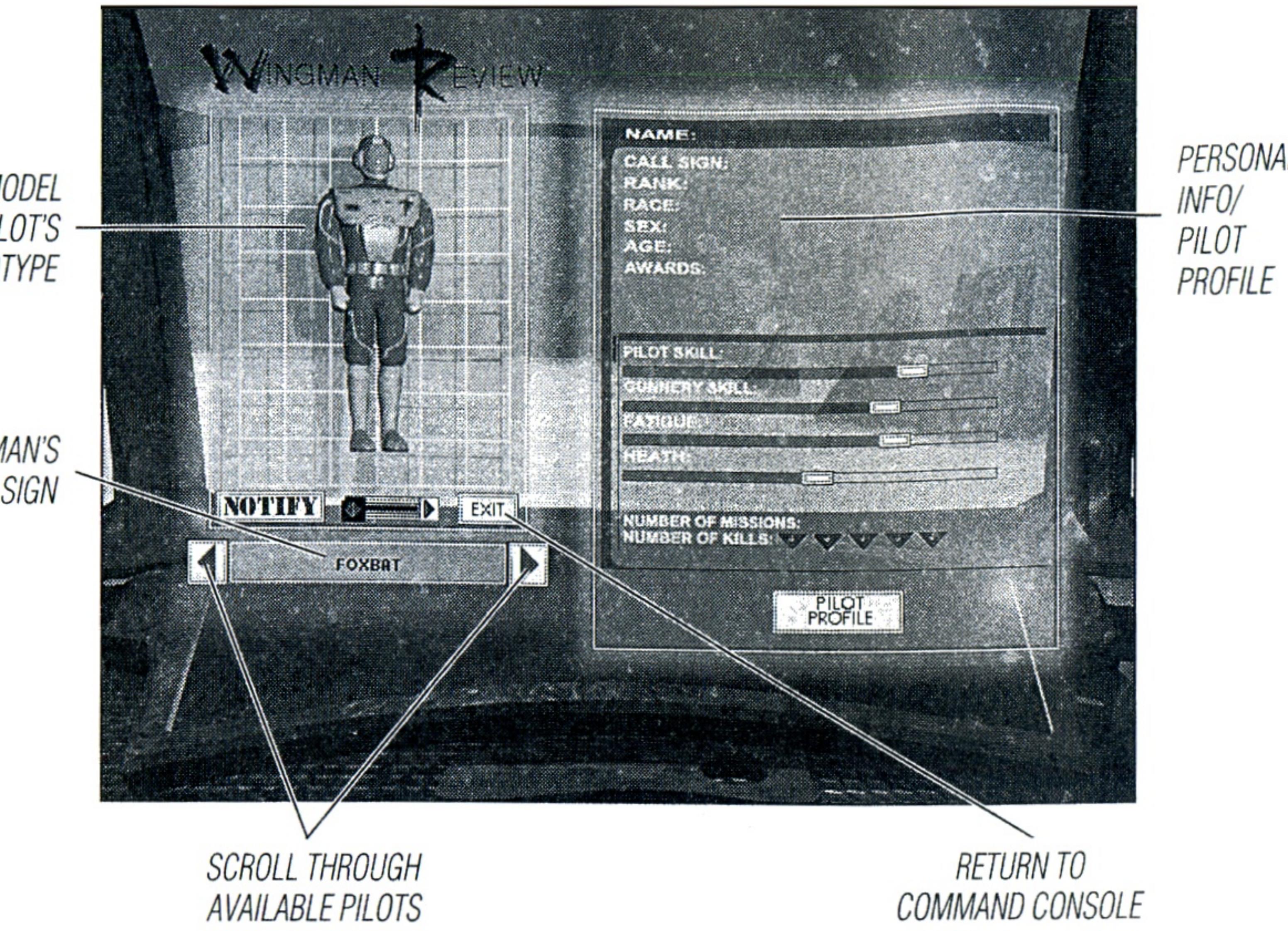
Clicking on this icon allows the commander to review the films of previous missions. This system allows any of the last ten missions to be reviewed. In addition, the last mission can be replayed. Missions are automatically filed in the Mission Review System as they are flown. The mission review displays the battlefield view with the spatial positioning system inserted below. This view is similar to the external cockpit view as the commander can see all of the Interceptors, including his own, with a bird's-eye view.

Use the Mission Review System to evaluate your character's performance. Learn from mistakes and the mistakes of TOG pilots. Evaluate the strengths and weaknesses of TOG Interceptors and the enemy pilots who fly them. The TOG navy flies according to a strict tactical doctrine. As a result, the commander can often gain valuable clues about the capabilities and limitations of the TOG.

Once the review has started, use the input device to change the view. The commander can rotate the viewpoint and move around the battlefield to find the best view of the action.

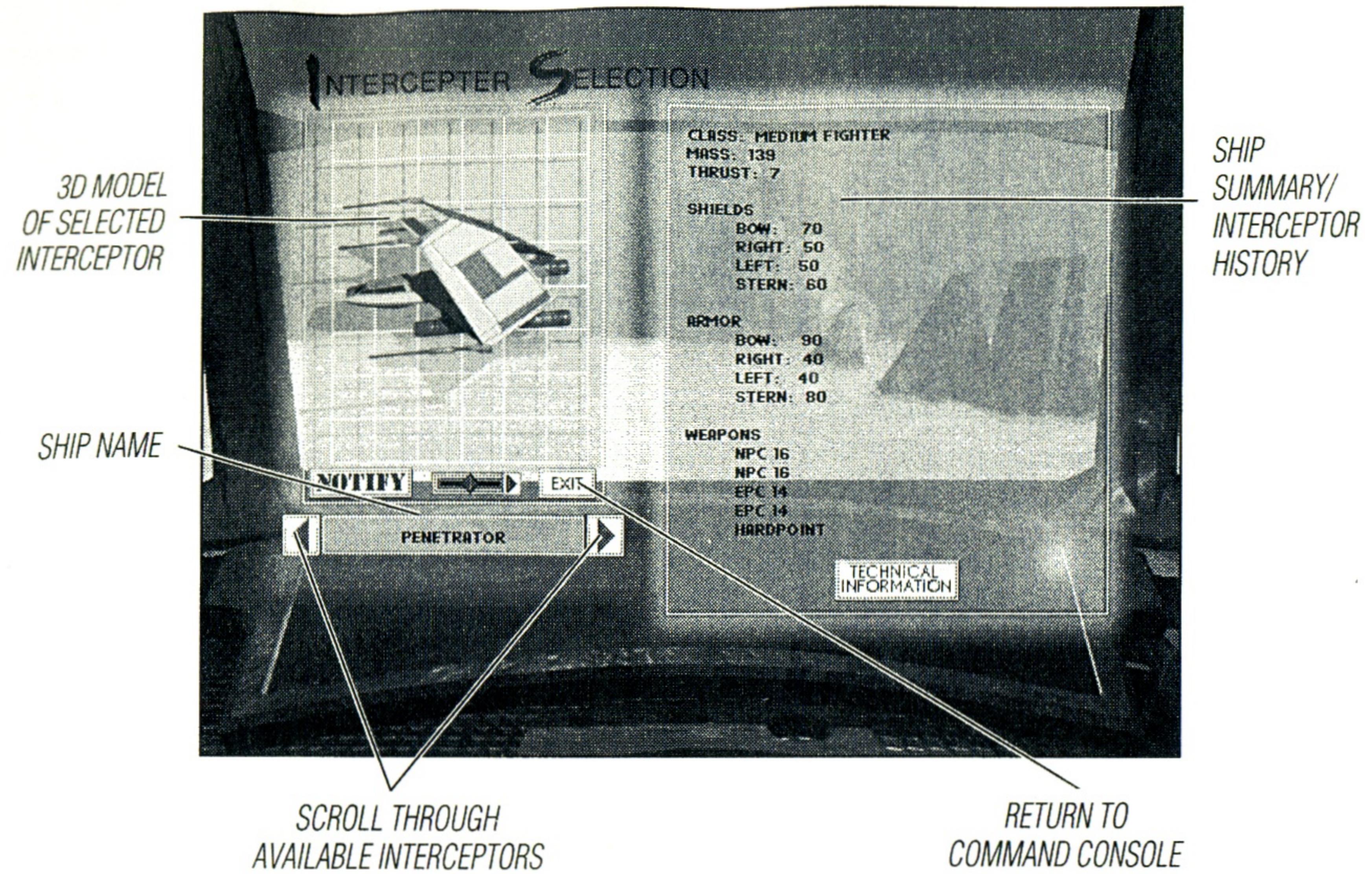
KEY	DESCRIPTION
P	Toggles the film between pause and play.
T	Locks the replay to the closest target (ships, missiles, etc.) and tracks it through the review. Repeatedly hitting this key cycles through all the targets.
Shift T	Acts the same as above except it cycles through the targets in reverse order starting from the current target.
U	Unlocks the current target and allows the user to set a new target and viewing angle without having to cycle through targets.
+	Speeds up the film playback. Allows the commander to review the mission at speeds up to eight times faster than actual speed.
-	Slows down the film playback. Standard speed is the slowest speed available.
0	Reset the film playback speed to normal.
R	Rolls the film playback in reverse.
F	Rolls the film playback forward.
Z	Zooms the view in closer to the target. This command can also be given by pressing button 1 on the joystick and moving the joystick forward.
Shift Z	Zooms the view away from the target. This command can also be given by pressing button 1 on the joystick and moving the joystick backward.
E	Allows the user to enter the mission and replay the mission from the point entered. The mission can only be replayed one time and the mission film becomes invalid (it will not be available for review).
Esc	Exits the Mission Review screen.
L	Allows loading of previously recorded missions for review. The last ten missions flown are available for review.

Wingman Review System



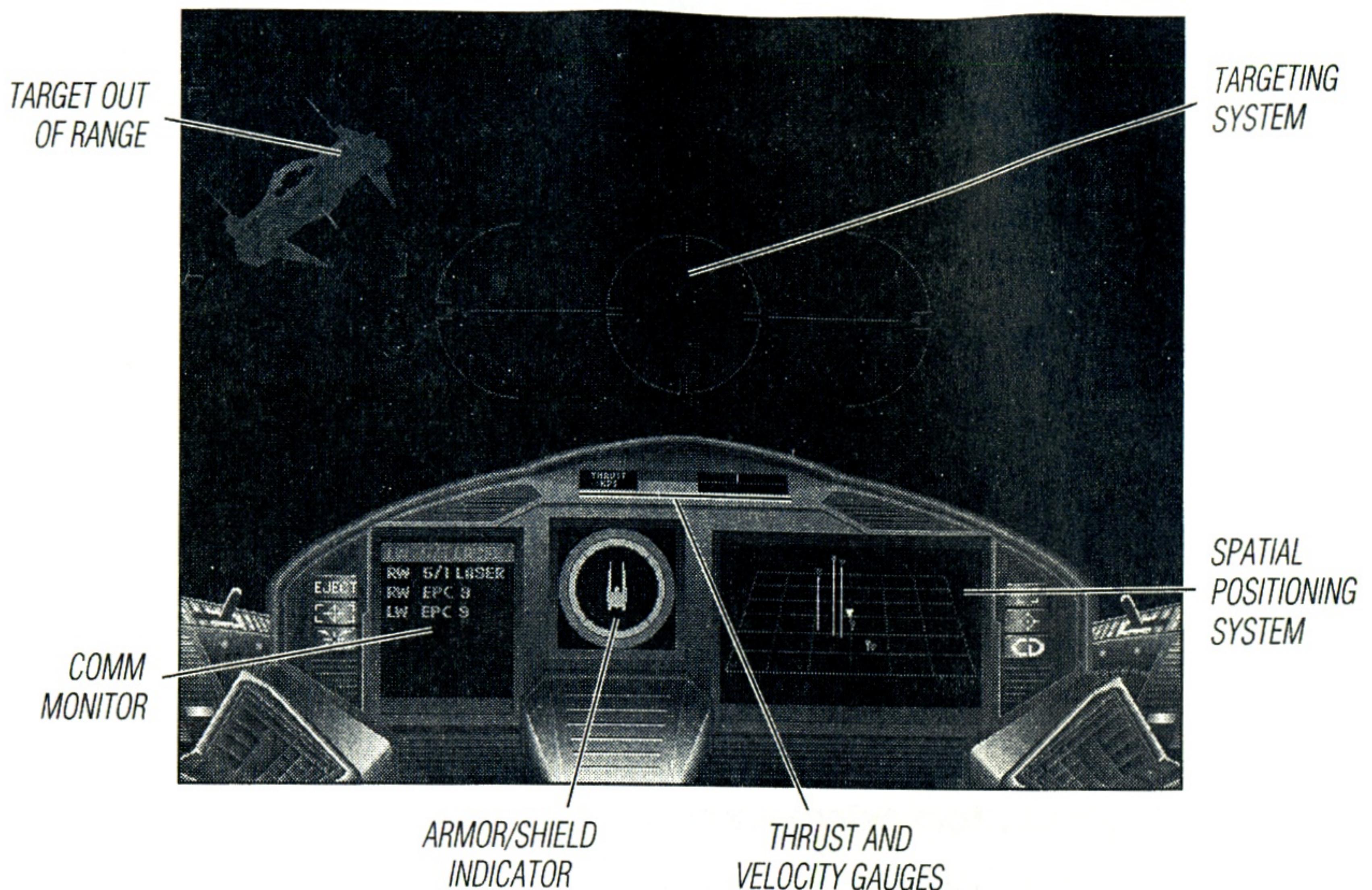
The Wingman Review System provides information on the currently active pilots of the squadron. If a pilot has been injured or killed, their record reflects this information. The information screen is divided into left and right halves. The right half of the screen provides information on the different pilots currently available for duty. The pilot data is broken into two parts, each of which can be viewed by pressing the toggle button. When the toggle button reads Pilot Profile the Wingman Review Screen displays current fatigue level, kills, pilot and gunnery ratings and information about his or her service record. Clicking on the button changes the data to Personal Information, which displays historical background about the pilot and provides the commander with the ability to access pilot comments on ship types and general tactics. This information is only available to the squadron leader. Clicking on the toggle button again brings back the Personal Information.

The left half of the screen is further divided into two parts. The upper portion displays a rotating 3D view of the pilot's phenotype. The phenotype (or body shape) of the pilot is important because some Interceptors in the base inventory may not accommodate the alien races unless specific modifications have been made. Information on which ships have been modified can be obtained from the Interceptor Review screen. Clicking on the slider bar beneath the 3D view allows your character to control the rotation of the pilot's phenotype. The call sign box beneath the pilot phenotype contains the call sign of the currently viewed pilot. Click on the left or right arrows to view the other pilots of the squadron. Click Exit to return to the Command Console.



The Interceptor Review System allows your character to review the current status and performance of all Interceptors currently available at the base. By clicking on the icon the commander can bring up the Interceptor Review System.

The Interceptor Review System is divided into left and right quadrants. The right quadrant of the screen provides information on the various ships currently available on the base. The data is broken into two parts, each of which can be viewed by pressing the toggle button. Ship Summary provides the commander with information on the status of the current Interceptor. This information includes general specifications, damage to weapon systems, armor, shields, and internal systems. Clicking on the up and down arrows on this screen makes more information available. Interceptor History displays a brief history about the origin, service record and operational tactics of the current Interceptor.



Despite the differences of the cockpit in each Interceptor, common elements do exist. The commander will have to become familiar with several different Interceptors to successfully defend Jacob's Star from TOG invaders. If he ever needs to halt the mission, pressing **P** pauses the mission. Pressing any other key resumes the action.

KEY	DESCRIPTION
P	Toggles between pause and play.

Visibility

The majority of the cockpit is taken up with the main view screen. This shows what is in front of the ship and is the primary information source of the world outside the cockpit. Beneath the main view screen is the rear camera view. As Interceptor cockpits are mounted in front of powerful engines, it is impossible to see behind the cockpit without a camera. Use this view to keep clear of TOG fighters.

There are several views inside the cockpit. **F1** activates the forward view. **F2** shows the view to the left side of the cockpit and **F3** shows the view to the right side of the cockpit. **F4** provides an external view relative to the current internal view, allowing the commander to see the Interceptor from outside the cockpit. This external view can be modified using the joystick.

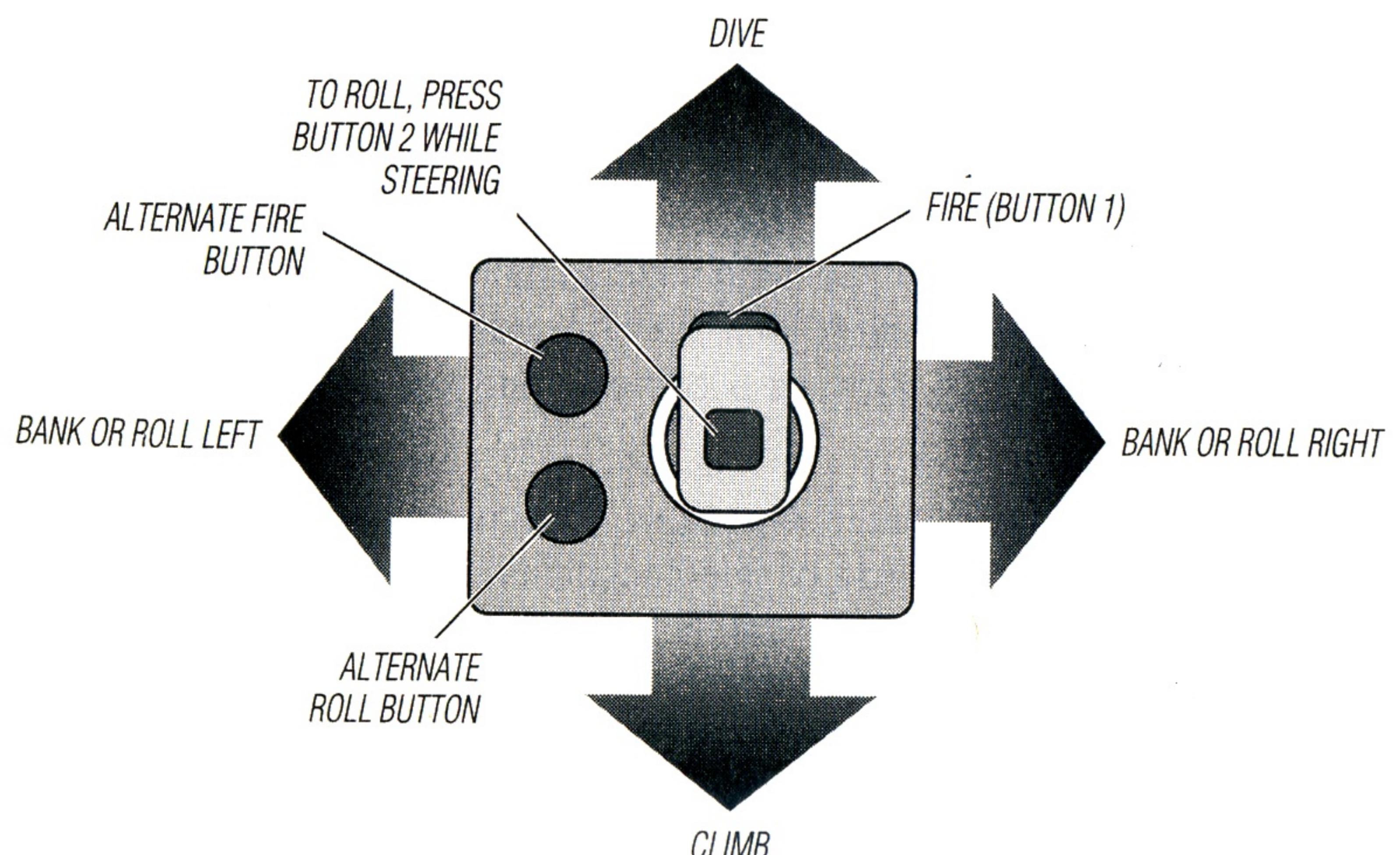
The pilot may customize the external view for keys **F5** through **F8** by first pressing **F10**. This pauses the mission and shifts to an external view of the Interceptor. With the joystick, change the view of the Interceptor to the angle you prefer. Once an angle is selected, press **F5** through **F8** to lock that angle to the function key and save it in the preference file. Press **F1** to return to the cockpit view. When the appropriate key is pressed, the new viewing angle is shown.

KEY	DESCRIPTION
F1	Activates the forward view from the cockpit.
F2	Activates the left view from the cockpit.
F3	Activates the right view from the cockpit.
F4	Activates the external view of the Interceptor.
F5	Activates custom external view of the Interceptor.
F6	Activates custom external view of the Interceptor.
F7	Activates custom external view of the Interceptor.
F8	Activates custom external view of the Interceptor.

Maneuvering

Movement is controlled with the joystick or cursor keys.

Move the joystick left or right to steer in that direction. Pull back on the joystick to climb, and push forward to dive. Roll the Interceptor by pressing button 2 on the joystick and moving the stick left or right. Instead of turning, the Interceptor executes a roll in the desired direction. During a roll, the Interceptor continues to move forward.



To move with the cursor keys, press the corresponding arrows to steer right and left. To dive, press the up arrow. To climb, press the down arrow. To roll, hold the shift key while pressing either the right or left arrow.

Thrust and Velocity

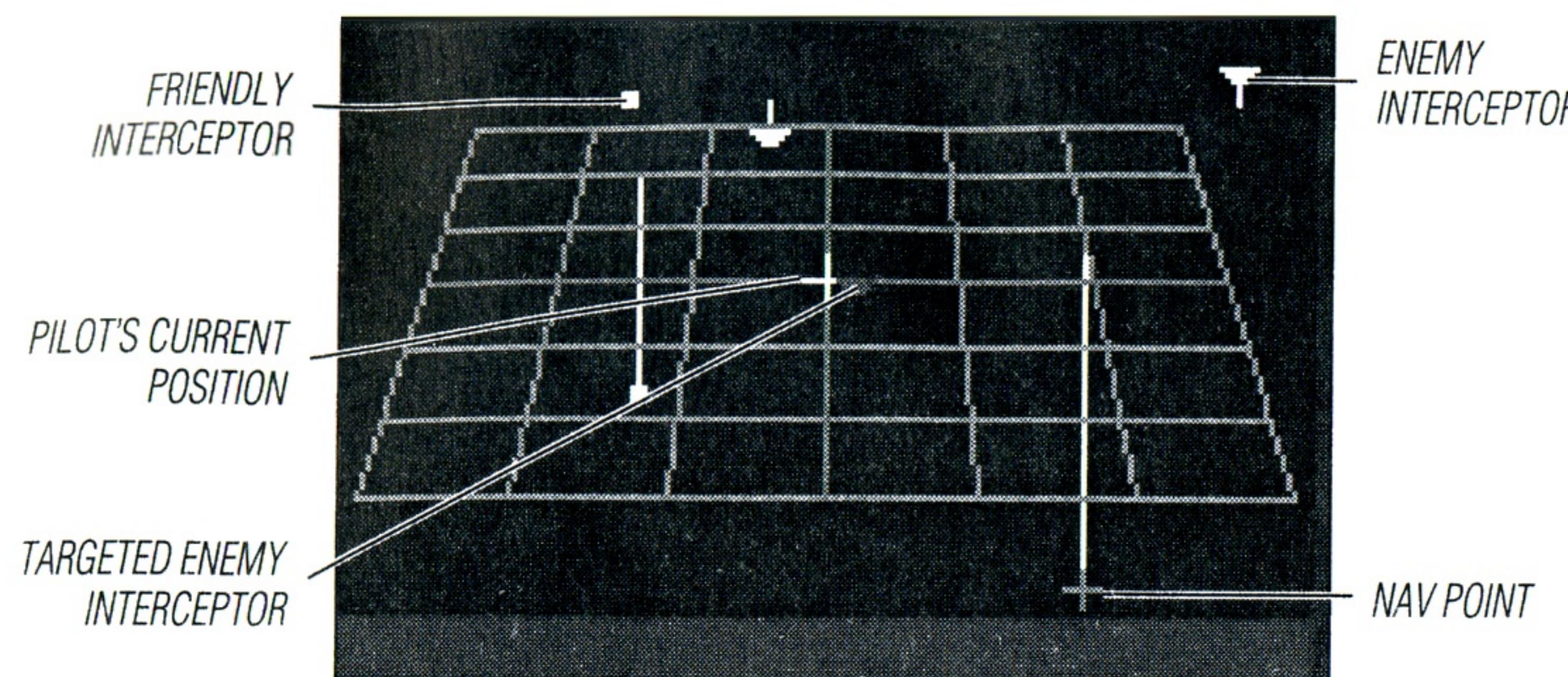
Thrust is controlled with the throttle. Increase thrust with the **+** key and decrease thrust with the **-** key. There are additional keys to set the thrust of your Interceptor by set limits as shown below. Beneath the thrust is the current velocity gauge for the Interceptor. As your pilot maneuvers, the actual velocity of the fighter varies as the engines struggle to overcome momentum. After a maneuver the velocity increases until it reaches the current thrust setting.

There is an indicator bar on the Interceptor that represents the thrust (refer to the "Cockpit Controls" section on page 65). This bar indicates the maximum safe thrust of the fighter. In combat, however, a pilot may discover he needs additional velocity. In that case, he may choose to exceed the safe thrust and increase the Interceptor's velocity. This is called "Pushing the Power Plant." When operating below maximum safe thrust, the thrust bar is green; when the Interceptor is at maximum safe thrust, the thrust bar is yellow; and when Pushing the Power Plant, the thrust bar is red.

The extra velocity acquired by Pushing the Power Plant can provide a much-needed advantage, but it may carry a high price. Pushing the Power Plant can cause engine damage, perhaps to the point of breakdown. If the engines are damaged, the maximum safe thrust of the Interceptor is reduced. Combat damage can further reduce the maximum safe thrust. Additionally, if you are playing at the Advanced Level of play your pilot runs the risk of losing control of the Interceptor when making a tight turn. This loss of control lasts only a short time but can be devastating.

KEY	DESCRIPTION
+	Increase Power Plant output.
-	Decrease Power Plant output.
Back-space	Set Power Plant output to zero.
]	Increases Power Plant output in increments from 0% to 25%, 50%, 75%, and 100% of safe operating thrust.
[Decreases Power Plant output in increments from 100% power to 75%, 50%, 25% and 0% of safe operating thrust.
/	Sets Power Plant output to match current velocity of target enemy ship.
S	Increases game time when there are no enemies for your pilot to engage. This increases game speed two to five times normal game speed.

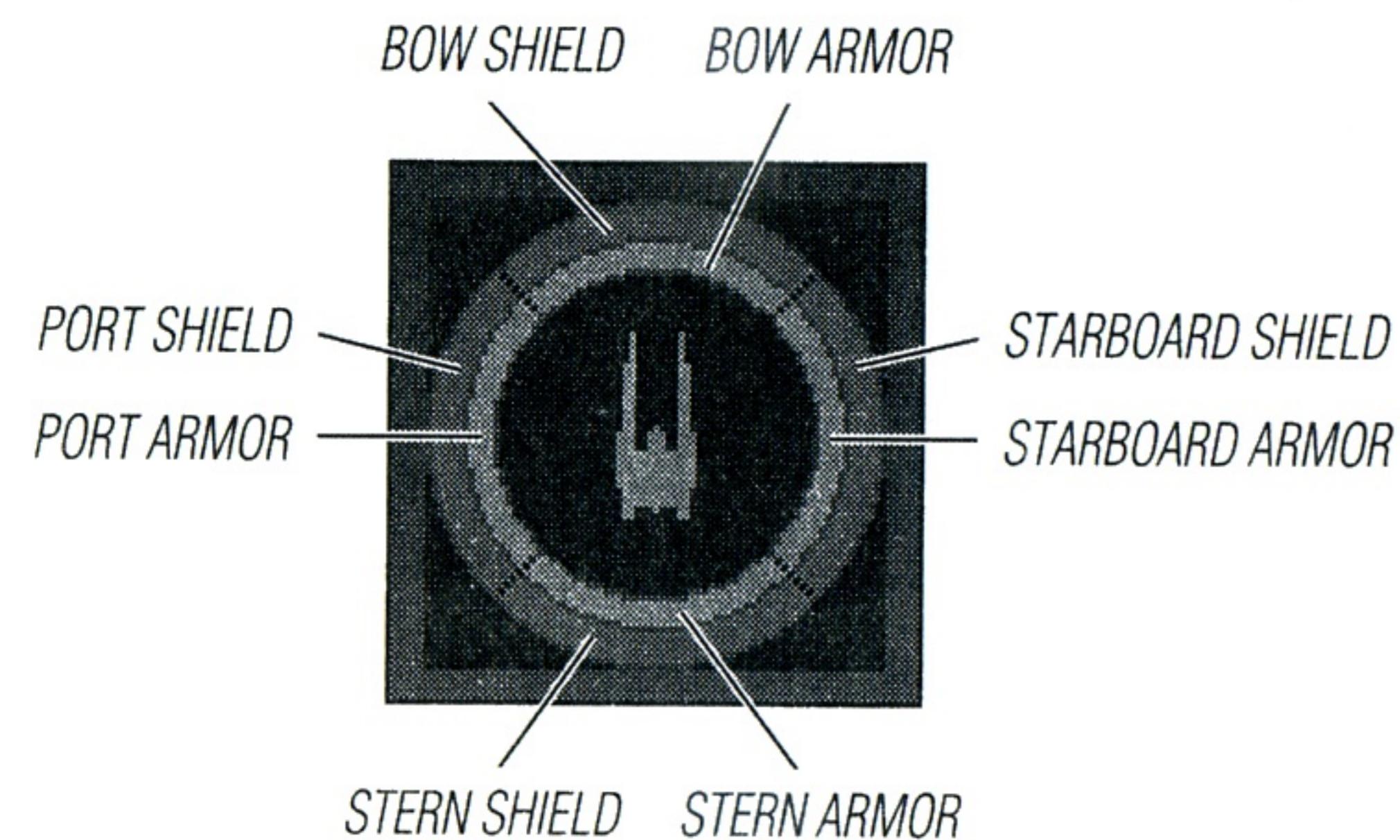
Spatial Positioning System



* Spatial Positioning System *

Beneath the main view screen is the Spatial Positioning System (SPS). This is a representation of surrounding space and any nearby craft. The plane represents the altitude of your character's Interceptor, and your character's Interceptor is considered to be in the center of the grid. All enemy ships (TOG) appear as white triangles and all friendly ships (Renegade) appear as white dots. The Nav Point for a mission appears as a green cross, "+". All ships in front of your pilot's Interceptor appear in the top half of the grid and all ships behind your pilot's Interceptor appear in the bottom half of the grid. Ships are indicated as being either above or below your pilot's Interceptor by a thin red line either above or below their symbol. The blue line leads from the ship to your horizontal plane. The longer the tail, the greater the distance the ship is either above or below your pilot's Interceptor. Note that during a roll, the entire SPS shifts position as the altitude of all other craft changes relative to your pilot's Interceptor position. A blinking red triangle indicates a TOG Interceptor currently being targeted by your pilot's Interceptor. Yellow dots indicate friendly transports.

Armor/Shield Indicator



Next to the SPS is the Armor/Shield Indicator, or A/S Indicator. This gives the status of your character's shields and armor. The A/S Indicator is composed of two concentric circles divided into four sections: bow, stern, port and starboard. The outer circle indicates your character's shields, the inner circle your character's armor. When both are undamaged they appear green. As each

section is damaged it changes color, then flashes. Yellow indicates moderate damage. Red indicates severe damage. If the section disappears the quadrant is no longer protected. It is possible to retain the shield but to lose all of the armor underneath. In such a case subsequent hits damage the Interceptor's internal systems.

If incoming weapons fire strikes the shield the main view screen changes to blue, indicating the shield has stopped the incoming attack. If your pilot fires at an enemy ship and the attack is stopped by the enemy's shield, the enemy ship is briefly surrounded by a blue sphere.

If incoming fire gets through the shields, the ship is rocked and the cockpit shakes. A critical hit causes a larger impact and thus a more extreme shaking occurs. Interceptors have numerous backup circuits and automated repair systems. It is, therefore, possible to temporarily lose a shield, if the shield generator is damaged. Given time, these backup systems and circuits may repair the damage, allowing a system to return. Press the D key to access information on what systems have been damaged. Any damaged systems are listed and color-coded to denote their damage level. White represents a system that is permanently out of commission; red represents a high level of damage that requires a lengthy repair time; orange represents a medium level of damage with a moderate repair time; and Yellow represents light damage and a short repair time.

Combat Icons

Surrounding the Comm Monitor, A/S Indicator, and SPS of Interceptors are a number of icons. These combat icons allow the pilot to know at a glance what is happening with his Interceptor.



The **Weapons Lock** indicator tells the pilot when his/her Interceptor has been targeted or locked on by enemy weapons systems. When an enemy targets your pilot's Interceptor, the indicator changes color to red and the targeting symbol appears. The symbol appears as a broken box outline. When an enemy gains a weapons lock on your pilot's Interceptor, the targeting symbol changes to the weapons lock symbol, which appears as a box within the indicator.



The **Missile Lock** indicator tells the pilot when an enemy has targeted, locked on, or launched a missile at his/her Interceptor. When an enemy targets your pilot's Interceptor, the indicator changes color to red and the targeting symbol appears. The symbol appears as a cross hair within the indicator. When an enemy gains a missile lock on your pilot's Interceptor, the targeting symbol changes to the missile lock symbol, which appears as a box within the indicator. When an enemy missile is launched at your pilot's Interceptor the symbol in the indicator changes to the missile tracking symbol which appears as a small missile within the indicator.



The **Autotargeting** indicator is a signal light that flashes when autotargeting has been selected. Pressing A activates the auto targeting systems of the pilot's interceptor. This system automatically targets the nearest enemy that is within your pilot's forward view and within range of at least one weapon system. To turn off the autotargeting system press the T to activate the normal targeting system.

Communications

Your pilot may communicate with all of the wingmen of the squadron with key stroke combinations of **Shift** and the appropriate key. There are two types of commands: squadron commands and wingman commands. Squadron commands are issued to the entire squadron. Wingman commands are orders to a specific wingman.

Squadron Commands

KEY	DESCRIPTION
Shift H	Return to base. This ends the current mission.
Shift R	Orders all pilots to report in.
Shift E	Orders squadrons to conduct evasive maneuvers, then regroup.
Shift P	Orders the squadron to protect the transport if the mission is an escort.
Shift W	Orders the squadron to fire at will on all enemy ships.

Wingman Commands

KEY	DESCRIPTION
Shift C	Orders wingman to return to formation and cover an attack.
Shift A	Orders wingman to attack the currently targeted opponent.
Shift I	Orders wingman to ignore the currently targeted opponent.
Shift O	Orders wingman to protect the transport if the mission is an escort.

Friendly Interceptor Status Viewing

Pressing **F** cycles through the A/S Indicator display of all friendly Interceptors. This allows your pilot to view the condition of friendly Interceptors. The A/S Indicator of a friendly Interceptor replaces the A/S Indicator of your pilot's Interceptor. The A/S Indicator of a friendly Interceptor appears on a blue background. To return immediately to the A/S Indicator of your pilot's Interceptor, press **Shift F**. Orders are also given to each pilot of the squadron through this system.

KEY	DESCRIPTION
F	Cycles through and views friendly Interceptor status.
Shift F	Returns view of friendly Interceptor status to Interceptor status of your pilot.

Additional Commands

There are a few additional actions you may perform during a mission. You can also change your current environment settings as noted on page 57 by accessing the Options Menu from the Main Menu.

Miscellaneous Cockpit Commands

KEY	DESCRIPTION
Shift X	Eject from a damaged Interceptor.
Alt C	Recalibrate the joystick.
Esc	Changes view to the Main Menu.
Insert	Allows you to listen to your own audio CD.

SUMMARY OF KEYBOARD COMMANDS

Mission Reviewer

KEY	DESCRIPTION
P	Toggles the film between pause and play.
T	Locks the replay to the closest target (ships, missiles, etc.) and tracks it through the review. Repeatedly pressing this key cycles through all the targets.
Shift T	Acts the same as above, except it cycles through the targets in reverse order starting from the current target.
U	Unlocks the current target and allows the pilot to set a new target and viewing angle without having to cycle through targets.
+	Speeds up the film playback. Allows the commander to review the mission at speeds up to eight times faster than actual speed.
-	Slows down the film playback. Standard speed is the slowest available.
0	Resets the film playback speed to normal.
R	Rolls the film playback in reverse.
F	Rolls the film playback forward.
Z	Zooms the view in closer to the target. This command can also be given by pressing button 1 on the joystick and moving the joystick forward.
Shift Z	Zooms the view away from the target. This command can also be given by pressing button 1 on the joystick and moving the joystick backward.
E	Allows the pilot to enter the mission and replay the mission from the point entered. The mission can only be replayed one time and the mission film becomes invalid (it will not be available for review).
Esc	Exits the Mission Review screen.
L	Allows loading of previously recorded missions for review. The last ten missions flown are available for review.

Cockpit Controls

KEY	DESCRIPTION
P	Toggles between pause and play.
F1	Activates the forward view from the cockpit.
F2	Activates the left view from the cockpit.
F3	Activates the right view from the cockpit.
F4	Activates the external view of the Interceptor.
F5	Activates custom external view of the Interceptor.
F6	Activates custom external view of the Interceptor.
F7	Activates custom external view of the Interceptor.
F8	Activates custom external view of the Interceptor.
+	Increases Power Plant output.
-	Decreases Power Plant output.
Back-space	Set Power Plant output to zero.
]	Increases Power Plant output in increments from 0% to 25%, 50%, 75%, and 100% of safe operating thrust.
[Decreases Power Plant output in increments from 100% power to 75%, 50%, 25% and 0% of safe operating thrust.
/	Sets Power Plant output to match current velocity of target enemy ship.
S	Increases game time when there are no enemies for your pilot to engage. This increases game speed two to five times normal game speed.
W	Weapon/Missile Status Display.
Space-bar	Fires weapon or missile in sequence.
T	Cycles forward through available targets.
Y	Cycles backward through available targets.
H	Configures weapons for Normal or Massed fire.
Shift T	Targets nearest enemy ship to your pilot's Interceptor.
A	Targets nearest enemy within the arc of fire and range of weapons.
M	Cycles through views available on Comm Monitor.
D	Displays damaged internal systems in the SPS window.
Z	Toggles Padlock View on and off.

Squadron Orders

KEY	DESCRIPTION
Shift H	Return to base. This ends the current mission.
Shift R	Orders all pilots to report in.
Shift E	Orders squadrons to conduct evasive maneuvers, then regroup.
Shift P	Orders the squadron to protect the transport if the mission is an escort.
Shift W	Orders the squadron to fire at will on all enemy ships.

Wingman Commands

KEY	DESCRIPTION
Shift C	Orders wingman to return to formation and cover an attack.
Shift A	Orders wingman to attack currently targeted opponent.
Shift I	Orders wingman to ignore currently targeted opponent.
Shift O	Orders wingman to protect the transport if the mission is an escort.

Friendly Interceptor Status

KEY	DESCRIPTION
F	Cycles through and views friendly Interceptor status.
Shift F	Returns view of friendly Interceptor status to Interceptor status of your pilot.

Miscellaneous Cockpit Commands

KEY	DESCRIPTION
Shift X	Eject from a damaged Interceptor.
Alt C	Recalibrate the joystick.
Esc	Bring up the options screen.
Insert	Allows you to listen to your own audio CD.

* Credits *

MIDNIGHT SOFTWARE

Producer, Lead Artist *Dan Hoecke*
Programming *Brian Hilchie*

STRATEGIC SIMULATIONS, INC.

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Associate Producer *David A. Lucca*
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Storyboards, Character Design *Dante' J. Fuget*
2D Artists *Jamie Dagdigian, Marian O'Neal, Kerry Smith*
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